

KAIKE FERREIRA

Software Developer
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EDUCATION

University of Central Florida
Bachelor of Science in Computer Science
Florida Bright Student Medallion Scholar

Orlando, FL
December 2018

EMPLOYMENT

Alion Science and Technology, *Software Engineer I* September 2019 – Current

- Created software in Visual Studio (C#) that modeled the activities of maintaining a U.S. Navy ship
- Used Unreal Engine 4 (C++) to display the state of the ship, and to allow the user to perform maintenance
- Researched and developed software from schematics provided by the military to create a course
- Tested existing software and reported issues for quality assurance

FIS Global, *Technologist Engineer I* May 2019 – September 2019

- Developed, maintained, and debugged banking software in Java and JavaScript
- Used an agile methodology with a team to provide consistent progression throughout development cycle
- Excelled at rapid application development of a product of great magnitude

E2i Creative Studio, *Programming Intern* July 2018 - February 2019

- Completed vigorous month-long training program focused on Unity Development
- Built a two-player virtual reality interactive therapy simulation for the HTC Vive
- Collaborated with modelers, animators, and the Aphasia House Communication Disorders Clinic
- Demonstrated final application at the world's largest modeling, simulations & training event

PROJECTS

Augmented Reality Physical Therapy, *Main Programmer*

- Produced an application in augmented reality using Microsoft HoloLens to do physical activities
- Connected an external Orbbec camera to assist in tracking patient movement
- Assembled a website with a database that allows users and therapists to login and communicate

Cross Platform (IOS and Android) React Native Mobile App (JavaScript), *Solo Project*

- Allows a user to choose between multiple music albums to purchase
- Pulls JSON information from a website to display catalog of music

Virtual Reality Chess (C#), *Solo Project*

- Created a functional virtual reality chess game for the HTC Vive using Unity
- Fully playable two-player experience with all the rules of chess
- Game is designed in a way that does not have a backend array, meaning the pieces are checked locally

SKILLS

Programming Languages

Proficient in C, C#, C++, Java, JavaScript, XML

Working knowledge of Python, HTML, CSS, Haskell, R

Certifications in Process

AWS Certified Solutions Architect Associate 2018, Unity

Software Development Experience

Unity, Unreal Engine 4, Virtual Reality, Augmented Reality, SVN, GIT, Agile Methodology, React Native, Android, IOS, Amazon Web Services, Microsoft Azure, Firebase, Microsoft SQL Server, Adobe Photoshop, WebGL, Code Review