KAIKE FERREIRA

Software Developer
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http://www.github.com/ferreirakaike/kaike

EDUCATION

University of Central Florida   Orlando, FL
Bachelor of Science in Computer Science   December 2018
Master of Science in Computer Science   December 2022

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
- Worked in an agile environment designing and creating simulation trainers
- Used Unreal Engine 4 (C++) to display the state of the ship, and to allow the user to perform maintenance
- Tested existing software and created automated tests for quality assurance
- Deployed new build server (Jenkins) while exploring new functionality and continuously maintain server.

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
- 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

Jedi Trainer VR, *Main Programmer*
- Created an application for the Oculus Quest 2 in Unity3D
- Implemented multiple modes with realistic physics and enemy artificial intelligence
- Used Artificial Neural Networks for gesture recognition to emit projectiles
- Documented the process thoroughly and created a reusable framework

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

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, Python, XML
Working knowledge of HTML, CSS, PHP, SQL, Go, Swift, Haskell, R

Certifications in Process
Mixed Reality Engineering Graduate Certificate at UCF. AWS Certified Solutions Architect Associate 2022

Software Development Experience
Algorithm Analysis and Design, Unity, Unreal Engine 4, Virtual Reality, Augmented Reality, Mixed Reality, SVN, GIT, React Native, Android, IOS, Amazon Web Services, Microsoft Azure, Google Firebase, TensorFlow, Microsoft SQL Server, NoSQL, Adobe Photoshop, Linux, Virtual Machines, Cloud Application Development.

Software Development Methodologies
Agile, Test-Driven Development, Waterfall