

KAIKE FERREIRA

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OBJECTIVE

To obtain knowledge and professional experience in the field of computer science

EDUCATION

University of Central Florida	Orlando, FL
Bachelor of Science in Computer Science	December 2018
Minor: Psychology	
Grade Point Average: 3.2	
Florida Bright Student Medallion Scholar	2014-Present

SKILLS

Programming Languages

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

Working knowledge of

Python, HTML, SQL, Haskell, R, WebGL

Software Applications Experience

Unity, Virtual Reality Development, Augmented Reality Development, Virtual Machines, Amazon Web Services, Microsoft Azure, Microsoft SQL Server, Adobe Photoshop

Languages

Fluent in English and Portuguese

PROJECTS

Created a two-player virtual reality interactive therapy simulation for the Vive for the Aphasia House
Engaged in a project involving Microsoft HoloLens to create physical therapy activities
Built a blackjack card game in Java using Eclipse
Created a playable virtual world with a house and landscape using Unreal Engine 4

EMPLOYMENT

E2i Creative Studio, <i>Programming Intern</i>	August 2018 - Present
Dunkin Donuts, <i>Crew Member</i>	May 2015 - August 2016

COURSEWORK

Calculus 3	Matrix and Linear Algebra
Computer Graphics	Computer Science II
Databases	Systems Software

ORGANIZATIONS

Association of Computing Machinery, <i>Member</i>	Fall 2016 - Present
Tech Knights, <i>Member</i>	Fall 2016 - Present
Gaming Knight, <i>Member</i>	Fall 2014 - 2016