KAIKE FERREIRA

Software Developer
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EDUCATION

University of Central Florida — Orlando, FL
Bachelor of Science in Computer Science — December 2018
Florida Bright Student Medallion Scholar

EMPLOYMENT

E2i Creative Studio, *Programming Intern* — August 2018 - January 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
- Compiled data in detail from local physical therapists to create a better application
- Assembled a website with a database that allows users and therapists to login and communicate
- Teamed up with a group of mechanical engineers to forge a case that bundled all the hardware

Virtual Reality Chess, *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

Blackjack, *Solo Project*

- Made a functional blackjack card game in Java using Eclipse

SKILLS

Programming Languages
Proficient in C, C#, C++, Java, JavaScript
Working knowledge of
Python, HTML, SQL, Haskell, R, WebGL, Amazon Web Services
Software Applications Experience
Unity, React Native, Virtual Reality Development, Augmented Reality Development, Unreal Engine 4, Microsoft Azure, Microsoft SQL Server, Adobe Photoshop