

KAIKE FERREIRA

Software Developer
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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
Florida Bright Student Medallion Scholar	

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

Virtual Reality Chess - Created a functional virtual reality chess game for the HTC Vive using Unity

Augmented Reality Physical Therapy - Produced an application in augmented reality using Microsoft HoloLens and Orbbec camera to do physical therapy activities. Includes a Database Backed Web Site

Virtual Reality Beach Cave - Made a two-player virtual reality interactive therapy simulation for the HTC Vive for the Aphasia House Communication Disorders Clinic

Blackjack - Built a functional blackjack card game in Java using Eclipse

EMPLOYMENT

E2i Creative Studio, <i>Programming Intern</i>	August 2018 - Present
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COURSEWORK

Systems Software	Computer Science II
Computer Graphics	Databases
Senior Design	Calculus III

ORGANIZATIONS

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