KAIKE FERREIRA

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

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 Aphasia House program
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, *Programming Intern*   August 2018 - Present
Dunkin Donuts, *Crew Member*   May 2015 - August 2016

COURSEWORK

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

ORGANIZATIONS

Association of Computing Machinery, *Member*   Fall 2016 - Present
Tech Knights, *Member*   Fall 2016 - Present
Gaming Knight, *Member*   Fall 2014 - 2016