KAIKE FERREIRA

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OBJECTIVE

To create the world's more realistic experience for all virtual/augmented reality platforms

EDUCATION

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

EMPLOYMENT

E2i Creative Studio, *Unity 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 Unity 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

Software Applications Experience

Unity, Virtual Reality Development, Augmented Reality Development, Unreal Engine 4, Amazon Web Services, Microsoft Azure, Microsoft SQL Server, Adobe Photoshop