GABRIEL SCHNEIDER

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EDUCATION

Bachelor of Computer Engineering   August 2019 – present
Universidade Federal de Pernambuco   Recife, Brazil
- Expected to graduate in July 2023.

EXPERIENCE

Undergraduate Research Assistant   March 2021 – present
Universidade Federal de Pernambuco in partnership with Motorola.
- Writing the grammar for a test automation pipeline.

Teaching Assistant of Introduction to Programming   January 2020 – present
Universidade Federal de Pernambuco
- Wrote problems, tests and gave classes for the C programming language.

- Organized a Game Jam.

Member of the ACM-ICPC Team   January 2020 – present
Universidade Federal de Pernambuco
- Studied algorithms, data structures and problem solving in a fast paced and competitive environment.

- Gave algorithms and data structures classes for the new member candidates.

PROJECTS

MicroC | *Rust*   2021
A hand-crafted compiler from MicroC (a subset of C) to x86 assembly code.

MALish | *Rust*   2020
An interpreter for a Lisp-like language.

Myncraft | *C++ & OpenGL*   2020
A minecraft-like tech-demo implemented with C++ and OpenGL.

CHIP8-MK2 | *C*   2020
A virtual machine and debugger for the CHIP-8.

80's shell | *C*   2020
A DOS inspired realmode program for the i386 that behaves like a shell.

Jacquin's Hell | *C*   2019
An action, multiplayer, raycaster, fast-paced game written in C using the Allegro library.

HONORS AND AWARDS

Gold Medalist - Pernambuco's Informatics Olympiad   2020
Won the 1st place in the programming modality.

Silver Medalist - Pernambuco's Informatics Olympiad   2019
Won the 2nd place in the programming modality.

Bronze Medalist - Pernambuco's Informatics Olympiad   2018
Bronze Medalist - Brazillian Robotics Olympiad   2014
Silver Medalist - VII MOBFOG   2014
Bronze Medalist - Brazillian Astronomy Olympiad   2013

SKILLS

Languages: Portuguese (Native), English (Advanced)
Programming: C/C++, Rust, OpenGL, Algorithms & Data Structures