Raphael Gontijo Lopes

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github.com/iRapha   **raphagl.com**   **launchpad.net/~raphaelgontijolopes**

OBJECTIVE

To obtain a Summer 2015 programming internship. To explore different areas of Computer Science, such as A.I., machine learning, computer vision, web dev, visualization, app dev, etc

EDUCATION

Georgia Institute of Technology, Atlanta, GA, USA   August 2014 - May 2018 (expected)
- Candidate for Bachelor of Science in Computer Science

Bernoulli High School, Belo Horizonte, MG, Brazil   February 2012 - December 2013
- GPA: 91.5% - top 20 in a 300 student class
- One of the hardest and most demanding schools in Brazil, ranked #1 in the national college admissions exams in 2013.

SKILLS

Programming Languages: C, Python, JavaScript (frontend and Node.js), HTML5, Jade, CSS, Stylus, PHP, SQL, Java
External Libraries: express, MongoDB, web.py, jQuery, ncurses, Pygame
OS Familiarity and preference: Linux > MacOS > Windows
Spoken Languages: English (fluent), Portuguese (fluent / native speaker)
Software: Git, PhotoShop, Audacity/GarageBand/LogicPro, iMovie/FinalCutPro

PROJECTS

INPHO! (Hack ATL)
- A web app that uses location data to give the user the information of the business they are currently at. Just open the app and see the menu, specials, and interactive features. Business can sign up on our website.
- Developed the entire backend/database logic using JS, NodeJS, express and MongoDB, using Mongo's GeoNear feature.
- Designed and developed the entire front-end (including UI/UX) with Bootstrap, JS, and the google maps api.
- Beta available online - *inphoapp.com || inphoapp.com/nearby*

Conn Wars (Ludum Dare 30)   August 2014
- Worked in a team to create a game in under 72h, which got ranked #42 out of 1000 for "theme" and top 25% for "innovation".
- Created the majority of the algorithms facilitating game logic, as well as the functions for A.I. integration
- Designed the game's UI and created all visual graphics.
- Playable online - *connwars.com*
- Source - *github.com/GTludumDare/ludum-dare-30*

They Should Have This   September 2014
- A wep app developed during HackGT for users to share ideas and find people interested in developing them.
- Developed the entire backend logic using JS, NodeJS, express and MongoDB.
- Designed the database schema and interface, as well as the API used to connect it to the front-end.
- Conceptualized and designed the UI and UX.
- Online: *theyshouldhavethis.herokuapp.com/*
- Source Code: *github.com/TheyShouldHaveATeam/TheyShouldHaveThis*

EnsiColab   June 2014 - Present
- Social network in Python, web.py and MySQL in which Brazilian teachers can post videos of their lectures to receive/provide feedback to eachother.
- Database design, creation and interface for all website functionality over MySQL.
- Designed and built all elements of the UI and of the UX.
- Created the front-end, back-end and all website-user interactions.
  - Including login, signup, logout, settings, post, delete post, comment, rendering feed from followed users, etc.

2048 For Linux   May - June 2014
- Recreated from scratch the web and iOS game in C to be played in the linux terminal.
- replicated the logic of the whole game using only the game itself as a reference.
- Used ncurses library for ASCII graphics, and file I/O for a simple leaderboard database and save file.
- Available as ppa - ppa:raphaelgontijolopes/2048linux
- Source - *github.com/iRapha/2048linux*

LEADERSHIP/ACTIVITIES

Model UN   2011, 2012, 2013
- Participated in over 3 model UNs, including some in a foreign language (english).

Academic Olympiads   2010 - 2013
- Brazilian Olympiad of Astronomy and Astrophysics - Bronze and Gold Medal
- Brazilian Olympiads of Physics - Honorable Mention and Gold Medal

Filmmaking, Group Leader/Editor/Director   February - December 2012
- Directed and edited over 7 short films with a various student groups throughout the year.

OTHER
- Painting/Drawing/Art, Reading, Longboarding, Video games, TV Shows (Community, Parks&Rec, HIMYM, 30 Rock).