

Isadora Sophia Garcia Rodopoulos

Campinas, SP

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EDUCATION	<i>Computer Engineering</i> 2014 - 2019 Universidade Estadual de Campinas, UNICAMP. GPA: 3.2
	<i>High School</i> 2012 - 2013 Graduated at Colégio Olimpo, Brasília. Awarded with an Outstanding Student Honor certificate.
SKILLS	<i>Programming Languages:</i> C, C++, C#, Python, Swift <i>Libraries:</i> OpenCV, OpenMP <i>Software Experience:</i> Unity3D, Intel® VTune™ Amplifier, Visual Studio, Xcode <i>Operating Systems:</i> Unix, OS X, Microsoft Windows. <i>Spoken Languages:</i> Portuguese (mother tongue) and English (fluent)
EXPERIENCE	<i>Parallel architectures project</i> July, 2015 - July, 2016 Worked on parallel embedded computing architectures, along with a LG scholarship. <ul style="list-style-type: none">• Worked with OpenMP and task parallelism applications, using Clang and LLVM.• Currently developing solutions for extracting low-level information regarding parallel models in ARM.
	<i>National Semifinalist at Imagine Cup Brazil</i> Jan, 2015 - July, 2015 Made a software that improves the donation system of receipts in Brazil, called DoeNota. <ul style="list-style-type: none">• Developed image processing algorithms using OpenCV, along with a slight view over OCR algorithms using Tesseract.• Developed DoeNota, an iOS App, using Swift.
	<i>Weblectures project</i> Oct, 2014 - June, 2015 Worked on the Weblectures project, along with a Microsoft scholarship. <ul style="list-style-type: none">• Helped improving Presenter, a recording software made on Visual Studio, using C#.• Worked on the migration of the Weblectures server into a cloud system, using Azure.
COURSES TAKEN	<i>Biometry course</i> Jun, 2016 One week course taken at UNICAMP, lectured by Griaule regarding biometric challenges and technics.
	<i>Linux for embedded systems</i> May, 2015 Six hour course taken at UNICAMP, lectured by Lucas Tanure and idealized by CACo.

Summer School Marathon Programming

Jan, 2015

Participated at a two week course focused on the ICPC competition at UNICAMP.

**EXTRA-
CURRICULAR
ACTIVITIES**

Developer at GAMUX, an independent game developing group of UNICAMP.

Ingressed in CACo (Computer Academic Center of UNICAMP) as director of events, in 2015.

Graduated from a seven year English Course in Escola Thomas Jefferson.

Took piano classes for two years.