Joy de Carvalho Lucas

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Objective

As a bachelor's student pursuing a career in software engineering, I am excited to take on a challenging role in a dynamic and innovative organization. I'm confident in delivering high-quality code with the experience gained from programming projects in e.g. Java, Python, SQL and R at the university level and several personal projects.

My goal is to leverage my passion for creative problem-solving to make a positive impact on the task at hand. I'm seeking a role that offers opportunities to work with a team that continuously pushes the boundaries of what is possible in software engineering and data analysis.

Education

Technical University of Berlin   *Berlin, Germany*
B.Sc. in Computer Science   *Oct 2020 - Present*

- **Relevant Courses:**
  ISDA - Fundamentals of Database Management Systems,
  DWBI - Fundamentals of Warehousing and Data Mining,
  Py. Ing. - Advanced Python Programming,
  R Lab - Statistics using R,
  Stochastic - Fundamentals of Statistics and Probability Distributions,
  BeKo - Fundamentals of Graph Theory and Complexity Theory,
  Artificial Intelligence - Introduction to Reinforcement Learning, Maschine Learning and Neural Nets

Max-Beckmann School   *Frankfurt am Main, Germany*
High School   *Aug 2016 - June 2019*

- **Specialised in:** Physics, English, and Maths
- Took a computer science introductory course

University Projects

Water flow data analysis   *Berlin, Germany*
Technical University of Berlin   *Jan 2023 - Feb 2023*

- Python Course
- To better understand the water flow field around a circular cylinder with a certain diameter,
  CFD simulations were carried out. The calculations were performed on an irregular 2D grid that intersects the cylinder
  so that it appears as a circle within it. The results for a discrete-time point were exported as a CSV file.
  The characteristics of that data were then analysed and plotted in Python.
- **Technical Skills:** Python, NumPy, Pandas, Matplotlib, JupyterLab.

Chess Game-Server   *Berlin, Germany*
Technical University of Berlin   *Feb 2022 - March 2022*

- Java/ Haskell Course
- Built a game server in Java and Haskell for the Chinese version of chess. The game server managed the game and
  its connection to the Web-Frontend by checking the validity of chess moves made on the chess board by a user.
- **Technical Skills:** Java, Haskell, JUnit Tests, IntelliJ IDEA, Git.

Skills

Programming	Java, Python (Pandas, NumPy, scikit-learn, etc.), SQL, R(ggplot2), Swift, C.
Miscellaneous	PyCharm, IntelliJ, XCode, VS Code, Git, Jupyter Notebook.
Soft Skills	Problem-solving, Time Management, Teamwork, Documentation

Languages

English	Professional proficiency
German	Native proficiency

References are available upon request.