

## Juliana M. Crivelli

juliana.m.crivelli@gmail.com (+55) 14 99756-5251

Github: [jumc](#) [linkedin.com/in/juliana-crivelli](#) Portifolio: [jumc.github.io](#)

São Paulo, Brazil - Open to remote positions; Sponsorship required

### Education

- 
- BS in Computer Science - University of São Paulo (ICMC-USP) Feb, 2016 - June 2021
    - GPA: 7.8/10

### Experience

---

**Sensedia** Campinas, Brazil  
Consulting Intern Jul - Dec, 2020

- Contributed in REST APIs design and implementation
- Customized request interceptions in JavaScript
- Directly interacted with external clients, extracting requisites and suggesting best security and implementation practices

**FAPESP** São Carlos, Brazil  
Research Intern Sep, 2018 - Feb, 2020

- Investigated latent space, extraction, and fusion of characteristics to create more accurate and compact representations for image classification
- Developed a deep learning method that can possibly be extended to detect adversarial examples. Coded in python, using TensorFlow and Keras

### Volunteering and Projects

---

**Project We** - São Carlos, Brazil May - Sep, 2020

- Raised R\$40.000 and transformed it into 8t of food donations for families affected by the covid-19 crisis

**Semcomp** - São Carlos, Brazil Sep, 2017 - Oct, 2019

- Directed a group of 8 in the Computer Science Academic Week (Semcomp)
- Negotiated career fair infrastructure with 20% booth increase keeping previous year price
- Set up the venues, workshop's virtual machines and laboratories

**PET Computação** - São Carlos, Brazil Jun, 2017 - Feb, 2019

- Undertook planning, creating material and teaching lessons in 3 courses (30 students each): javascript for high school, programming logic for elementary school and basic informatics for elderly
- Organized a series of lightning talks to foment soft skills in computer science students

**Fellowship of the Game** - São Carlos, Brazil Mar, 2014 - Aug, 2018

- Programmed game mechanics and core functionalities in C# using Unity
- Designed interfaces, 2D sprites, and backgrounds using vector software
- Organized the development process with SCRUM and Trello
- Published 3 games at itch.io and in the Play Store

### Accomplishments

- 
- Virtual Grace Hopper Celebration 2020 WoC Scholarship
  - University of Alberta Research Experience Internship (cancelled due covid-19)
  - Facebook Hack-a-Project Hackathon 1st place (React + Node.js + MongoDB)
  - Monitora Summer Hackathon 1st place (Android)
  - Siggraph 2019 Student Volunteer
  - Technovation Challenge 2019 Mentor

### Technical and general skills

- 
- Python, Java, C, C++, C#, Javascript, PHP, SQL, Git, Agile, React, Node.js, Docker
  - English (fluent), Portuguese (native), Italian (intermediate)