Juliana M. Crivelli

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

Education

- BS in Computer Science - University of São Paulo (ICMC-USP), 2016 - June 2021

Experience

VTEX Rio de Janeiro, Brazil
Upcoming Software Engineer Intern Dec - Feb, 2021
- Build serverless services in Node.js for e-commerce platform

Sensedia Campinas, Brazil
Consulting Intern Jul - Dec, 2020
- Contributed in REST APIs design and implementation
- 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

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)