

Giovanna Kobus Conrado

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EDUCATION

Bachelor's Degree, Computer Science

Feb 2017-Dec
2020

University of São Paulo

EXPERIENCE

Game Development

2017

<https://github.com/kobusgiovanna/EPtecprog>

Worked on a small team developing a game for a university course. The project involved a backend in C, visualizer in Python and a parser generator in Bison. The end result was a game in which different teams of robots controlled by virtual machines written in a pseudocode fought in a hexagonal grid.

UFRGS Winter School

July - 2018

Universidade Federal do Rio Grande do Sul

Will be one of two teachers on a one-week summer course on advanced algorithms and data structures. The course will involve a 4-hour class and 5-hour contest for five days.

BixeCamp MaratonIME

2018

University of São Paulo

Organized a semester of weekly classes about programming in C++ for ACM-ICPC for University of São Paulo freshmen. The course involved 12 classes, two of which I taught, and 11 teachers. There were also two major tests given and two talks in both of which I was a speaker. More than 30 students attended.

AWARDS

Google CodeJam to I/O for Women

2018

12th place

Ranked 12th in the world out of more than 800 participants. That classification would have awarded tickets for Google I/O and a 500 dollar travel refund.

ACM-ICPC Subregionals

2017

6th place

Took place in the ACM-ICPC Subregionals as a freshmen in a team of three. The competition involved coding algorithms and data structures in C++. Got 6th place out of 48 in São Paulo and 48th out of 837 in Brazil.