Giovanna Kobus Conrado

E-mail   kobusgiovanna@gmail.com

EDUCATION

University of São Paulo   Feb 2017-Jul 2021
Bachelor's Degree, Computer Science

EXPERIENCE

Facebook London   May-Aug 2019
Software Engineering Intern

Worked on developing the feature of state machines for the visual programming tool of Spark AR Studio, Facebook's platform for developing augmented reality effects. Work was mainly done in C++ and involved creating back-end data models and synchronization logic as well as user-facing elements.

Texas A&M University   Jan-May 2019
Student Intern

Helped gathering and digitizing class notes to create a distance learning course on information retrieval for the Texas A&M University. During the same period, worked as a teacher assistant for the Problem Solving Programming Strategies course in the same university.

Hackathon @ TFG co   Dec 2018
Game developer

Worked on a small team developing a mobile game in a three day hackathon. The game was developed using Unity 3D and C# and is now available for download at the app store.

AWARDS

ICPC Latin America Regional   Nov 2019
1st place

Was the champion of the Latin American ICPC Regional as part of a team of three. The competition awarded, along other prizes, an opportunity to compete in the 2020 International Collegiate Programming Contest in Moscow, Russia. This was a 5-hour contest that involved problem solving, teamwork and coding in C++.

Google CodeJam to I/O for Women   Feb 2019
19th place

Ranked 19th out of more than 800 participants in a programming competition that involved coding algorithms and data structures in C++. That classification awarded tickets for Google I/O and travel funds for the conference in San Francisco.