

EXPERIENCE

- **Apple Developer Academy** Eldorado Institute, Campinas
iOS Development Student Feb 2023 - Present
 - **Proficient in Swift and Apple Ecosystem:** Developed over eight iOS apps using Swift, with two available on the App Store and others on TestFlight.
 - **Leadership in Multidisciplinary App Development:** Led multidisciplinary teams to design, prototype, and iterate interactive systems.
 - **Advanced Machine Learning and iOS Integration:** Applied advanced knowledge in machine learning, CoreML, CoreData, CloudKit, and user interface design.
- **Scientific Initiation in Finance and AI** H.IAAC, Campinas
Undergraduate Researcher Jul 2023 - Aug 2024
 - **Ethical AI for Interpretability:** Developed natural language explanations using ethical AI methods to enhance interpretability of credit risk decisions.
 - **Analytical Methods:** Utilized Partial Dependence Plots (PDP) and SHAP for interpreting and analyzing credit decision variables.
 - **Real-Time Data Processing:** Integrated Llama 3-70B with APIs for real-time data processing.
- **Gerdau** São Paulo, SP
Data Science Intern Summer 2021
 - **Advanced Regression Techniques for ESG Forecasting:** Collaborated on an ESG project to forecast CO2 emissions using advanced regression techniques.
 - **Enhanced Sustainability Planning:** Achieved an R2 score of 0.78, enhancing the accuracy of sustainability and strategic planning.
- **Unicamp E-racing** Campinas, SP
Driverless Member Mar 2021 - Aug 2023
 - **Predictive Modeling for Autonomous Navigation:** Developed a predictive model for autonomous route mapping, enhancing navigation and performance by 30%.
 - **Real-Time Path Planning with SLAM and Computer Vision:** Implemented SLAM and computer vision algorithms for real-time path planning.

PROJECTS

- **Yume The Wizard:** Created an educational iOS game available on App Store and **awarded** by Apple in the **Swift Student Challenge** of 2024 to teach the importance of interpretability and fairness in Machine Learning through an engaging narrative. Utilized CoreML for model integration and SpriteKit for interactive elements. Invited to attend the **WWDC 2024** event in Cupertino.
- **Smart Stylist:** Developed a machine learning app recommending outfits based on weather, style, and color preferences. Integrated TensorFlow and Scikit-learn models into iOS environment using CoreMLTools.
- **TurtleEase:** Developed an iOS app available on App Store to assist in breaking bad habits and help build a healthier and more productive life.
- **Puyo-Puyo Game:** Developed a Java game inspired by a Nintendo video game released only in Japan, showcasing skills in object-oriented programming and game design.

EDUCATION

- **State University of Campinas** Campinas, SP
Bachelor's Degree in Computer Engineering Feb. 2021 – Dec. 2025

PROGRAMMING SKILLS

Languages: Python, Swift, Objective C, C++, Java, JavaScript, SQL

Frameworks: TensorFlow, PyTorch, Scikit-learn, HuggingFace, Pandas, Numpy, Matplotlib, CoreML

Tools and Technologies: Git, Jupyter Notebooks, Xcode, AWS, Linux, Figma

Languages: Portuguese (Native), English (Advanced)