

Lucas Bivar

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Education

Instituto Federal da Paraíba

Bachelor of Science in Computer Engineering; GPA - 9.8/10

February 2020 – December 2024

Fifth Period (5/10)

Experience

GComPI

Researcher - Software Engineer

May 2022 – Present

- Developing and testing a system for monitoring the quality of vaccines, in the distribution chain and in storage units, with the ability to issue alerts about possible critical states of conservation of vaccines, enabling the correction of the problem and avoiding the waste of public resources.

Meta (Facebook)

LATAM Tech Mentorship Mentee

November 2021 – February 2022

- One of 50 students selected from Latin America to be part of the Meta Tech Mentorship. During this mentorship, I'm was mentored by a Facebook Engineer about concepts utilized during technical interviews, seeking to up-skilling my engineering capabilities.

Instituto Federal da Paraíba

Researcher Fellow

September 2020 – January 2022

- The research project aims to develop a Conversational Agent to help students with the programming learning process. The Conversational Agent seeks to answer questions about basic programming concepts and recommend questions about the subject asked, according to the student's level of knowledge.
- Developed a deep learning chatbot using Tensorflow and Flask to detect and classify the intention present in the questions asked by the students, and a web application to host the chatbot using React.js, Express.js, and MongoDB.
- Published a paper with the Conversational Agent Architecture in Brazilian Journal of Development.

Projects

Covid-19 Tracker App | Flutter

- Developed a mobile app for tracking Covid-19 cases around Brazil. The data used was provided by a third-party API. Furthermore, the app show tips to prevent contamination with Covid-19.

Fylo Landing Page | Javascript, React

- Developed a front-end landing page for a fake company that offers shared cloud storage.

Soccer League API | Javascript, Express.js, MongoDB, Swagger

- Developed an API to a fake soccer league, allowing to create soccer players, teams, and to relate players to the existing teams.

Technical Skills

Tools: Python, HTML/CSS, JavaScript, React, Express.js, SQL, MongoDB, C++, Linux, Git

Interests: Software Engineering, Data Structures and Algorithms, Back-end Development, Web Development

Extracurricular

Olympic Programming Project

Instructor Volunteer

September 2021 – January 2022

Instituto Federal da Paraíba

- Prepared students from Instituto Federal da Paraíba and partners public high schools to Programming Olympiads, teaching Data Structures, Graphs Algorithms, and Programming Techniques.

Honors and Awards

Honorable Mention, International Collegiate Programming Contest - Brazilian Regional

October 2021

1st place, POP Programming Olympiad 2021 - Beginner Category

October 2021

1st place, III IFPB Programming Olympiad - Intermediate Category

January 2021

Outstanding Student of Olympic Programming Project Award

January 2021

3rd place, POP Programming Olympiad 2020 - Beginner Category

November 2020