Lucas Bivar

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Languages: Native Portuguese and Intermediate English

Education

Instituto Federal da Paraíba   **February 2020 − Present**
Bachelor of Science in Computer Engineering; GPA - 9.94/10   *Fourth term*

Experience

Instituto Federal da Paraíba   **September 2020 − Present**
Researcher Fellow
- 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 recommending questions about the subjsect asked, according to the student's level of knowledge.
- Published a paper with the Conversational Agent Architecture in Brazilian Journal of Development.
- I'm developing 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.

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.

Iris Classifier | *Python, Tensorflow, Flask*
- Developed an API to serve the front-end application and predict an Iris Flower based on its dimensions.

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.

T-Rex Game Computer Vision | *Python, OpenCV*
- Developed a computer vision-based controller for Google's T-Rex Game.

Technical Skills

Tools: C, C++, HTML/CSS, JavaScript, React, Express.js, Python, Tensorflow, OpenCV, MongoDB, Git
Interests: Software Engineering, Data Structures and Algorithms, Web Development, Machine Learning, Computer Vision

Extracurricular

Olympic Programming Project   **September 2021 − Present**
Instructor Volunteer   *Instituto Federal da Paraíba*
- The project aims to attract the students to the computer science area since the Olympics Programming's syllabus is very relevant to this area. Moreover, the competitive environment promotes creativity, teamwork, and work under pressure.
- Along with the team, I prepare students from Instituto Federal da Paraíba and partners schools to Programming Olympiads, teaching Data Structures, Graphs Algorithms, and Programming Techniques.

Honors and Awards

1st place, POP Programming Olympiad 2021 - Beginner Category   **October 2021**
- Competition for people who are regularly enrolled in a higher education institution located in the state of Paraíba, which have an interest in the programming study, promoting creativity, and resistance to work under pressure.

1st place, III IFPB Programming Olympiad - Intermediate Category   **January 2021**
- Competition for students who are regularly enrolled at IFPB Campina Grande, which have an interest in the programming study, promoting creativity, and resistance to work under pressure.

Outstanding Student of Olympic Programming Project Award   **January 2021**
- The Olympic Programming Project is an extension project organized by the Informatics Coordination of the Instituto Federal da Paraíba, with the aim to prepare students for Programming Olympiads.

3rd place, POP Programming Olympiad 2020 - Beginner Category   **November 2020**
- Competition for people who are regularly enrolled in a higher education institution located in the state of Paraíba, which have an interest in the programming study, promoting creativity, and resistance to work under pressure.

Honorable Mention, International Collegiate Programming Contest - Brazilian Regional   **November 2020**
- The Programming Marathon is an event of the Brazilian Computer Society. The Marathon was born from the regional qualifying competitions for the world finals of the ACM International Collegiate Programming Contest.