

Lucas Cassiano

Masters student in Digital Communication
Bachelor in Science and Technology

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EXPERIENCE

MIT Media Lab, Cambridge/MA - US — Masters Student / Researcher Assistant

June 2016 - PRESENT

Development of wireless enabled sensors for human/environment data collection and analysis.

TEAM, Natal/RN - Brazil — Researcher

August 2015 - PRESENT

Development of wearable device for hand tracking connected with mobile android phones.

MIT Media Lab, Cambridge/MA - US — Associate Researcher

May 2015 - August 2015

Human Computer Interfaces and Tangible Interfaces, also developed a Stackable Interface called Cubio.

TEAM, Natal/RN - Brazil — Student / Researcher

February 2013 - June 2014

Development of web based applications (php, javascript, html and css) focused for educational and assistive technologies.

NatalNet, Natal/RN - Brazil — Student / Researcher

January 2012 - February 2013

Game Development, using Unity 3D (C# and JavaScript)

EDUCATION

MIT, Cambridge/MA - US

2016 - Present

Massachusetts Institute of Technology. Master Degree in Digital Communication at the department of Media, Arts and Science.

Current GPA: 4.9/5.0.

OBJECTIVES

Focused on Computer / Software Engineering field.

Specific interests include:

Embedded Systems,

Progressive Webapps,

Computer-Human Interfaces,

Tangible Interfaces,

Data Analysis,

Product/Project Design.

AWARDS

International Exchange Merit Scholarship from CAPES and IIE to study and do an internship/research project at USA, from 2014 to 2015.

Published 6 Scientific Articles, including Silva, L., Dantas, R., Pantoja, A., Pereira, A. **Development of a low cost Dataglove based on Arduino for virtual reality applications.** Computational Intelligence and Virtual Environments for Measurement Systems and Applications (CIVEMSA),

2013 IEEE International
Conference on. .55–59.

<http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6617395>

MSOE, Milwaukee/WI – US

2014 - 2015

Milwaukee School of Engineering. 1 year study-abroad program in
Computer Engineering and Software Engineering. Final GPA: 3.2/4.0.

UFRN, Natal/RN – Brazil — *Bachelor in Science and Technology*

January 2012- December 2015

Federal University of Rio Grande do Norte, Bachelor in Science and
Technology.

LANGUAGES SKILLS

English, Spanish.

DEVELOPMENT SKILLS

- Progressive WebApp (JS)
- Node.js
- React
- Unity3D (C#/JS)
- Processing/Android (Java)
- Arduino (C/C++)
- SQL(Postgres/MySQL)
- DataBase Design/Admin
- PCB Design/Fabrication
- PHP
- Python
- Parametric Modeling (Fusion 360)
- Model Visualization (Maxon Cinema 4D)
- Digital Fabrication
- UX/UI design (Sketchapp)
- OpenGL ES (Java)
- WebGL (JavaScript)