Luis Cenci Ribeiro

Portfolio | Linkedin | GitHub

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EDUCATION

Bachelor of Science, Computer Science

Expected, June 2021

University of New Orleans – New Orleans, Louisiana

WORK EXPERIENCE

Twitter, Atlanta

May 2020 - December 2020

Site Operations Technician

 Built a quick floor map web application that displayed maps of our data center rooms and the location of our server racks, this was done utilizing the data available in one of Twitter's internal API. They current web map application has issues with slow loading, and the challenge was to build something that would load the maps of the rooms quicker, task was accomplished with success.

HTML5 | CSS | JSON | Python | Flask | Psycodestyle | Pylint

 Solved over 25 tickets related to server repairs, tickets request included diagnosing, troubleshooting, and replacing hardware when necessary in server failures related to DIMMs, HDDs and SSDs issues.
 JIRA | Servers Installation, Upgrade and Repair

Strong Shield Siding, New Orleans

January 2016 - January 2020

Project Manager

- Responsible for guiding, scheduling, and planning the daily job of over 6 crews of different fields (siding, painting, and gutters). Provided sales support and customer support in a daily basis and was responsible for the purchases of materials.
- Held the responsibility of making sure communication was flowing and clear between sales, our crews in the field, our customers, and the upper management department.
- Construction estimator and material takeoff.

Project Management | Estimating | QuickBooks | Leadership | Customer Service | Sales Support

PROJECTS

Twitter's Global Hackathon #Codechella

• We developed a web application using Twitter's API called Tweetmarket in three days. An idea that I had which would give Twitter the opportunity to start participating in retail industry. The main goal was to start having companies to affiliate to Twitter to reach and sell products to customer through a single tweet (e.g. !wine).

JSON | Python | Flask | MySQL | RESTful API

Group Chat Application with JavaFX - Multithread Socket Programming in Java

A group chat application where different clients connect to the same server and exchange messages to each
other simultaneously. The architecture used was Server -> Client and the communication protocol used was
TCP. I wrote an article in Medium explaining the project step by step, see here.

Java | Multithreading | Sockets | TCP | JavaFX

Space Heroes – React App

In this App the goal was to get deeper with CSS animations, React Class Components, States and Props.
CSS challenges included creating an infinite background and an infinite animation going through the
background, while still having Components being displayed in a fixed position to the Screen. The React
challenges were to have the hero's data stored in a JSON file, make the heroes selectable and load the hero
data depending on which hero the user selected.

React | JavaScript | JSON | HTML5 | CSS | Bootstrap

OTHER SKILLS

NodeJS | Express | JUnit Testing | Oracle | SQLAlchemy | Inkscape | Figma | WordPress | Nginx | Vim | AWS (EC2, s3, Memcached, Lambda, SNS, SQS and API Gateway) | MS Office

LANGUAGES

Portuguese: Native Portuguese, English: Fluent, Spanish: Advanced

VOLUNTEER EXPERIENCE

AIESEC, Brazil

January 2015 - July 2015

Exchange Liaison

- Planned and guided the experience of 8 international students in Brazil.
- Assisted the Project Manager during the project. Helped to spread diversity and positivity in my local community.