

MIKAIL CAMPOS FREITAS

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OBJECTIVES To learn new technologies and to expand my knowledge and skills through the pursuit and overcoming of challenges. To exchange experience with other professionals and become a better one myself.

EDUCATION *Bachelor of Computer Science* 2008 — 2012
UNIVERSITY OF SÃO PAULO'S INSTITUTE OF MATHEMATICS AND STATISTICS (IME - USP)
Course Completion Assignment: *Solving the PSAT problem with assistance of the free software MiniSat* [\[link\]](#)

COLLEGE PROJECTS *Simple 2D game with C* 2010 (4 months)

Lead Programmer

2D game with simple physics where two players compete with each other for points for saving survivors from a shipwreck. Made with C and the Allegro multimedia library (graphics and input). [\[link\]](#)

Augmented reality 3D game with ActionScript 3 2010 (6 months)

Solo Programmer

Augmented reality 3D puzzle game where the player has to make a ball reach the final destination through obstacles in the virtual inside of a cube. Made with ActionScript 3 and the following libraries: JigLib for 3D physics, Papervision3D for 3D graphics, FLARManager for augmented reality. [\[link\]](#)

First Person Walking Simulator with C++ and OpenGL 2012 (5 months)

Solo Programmer

Interactive simulator with basic physics enabling the user to walk around the buildings of the USP's Institute of Mathematics and Statistics (outside only). Made solely with C++ and OpenGL. [\[link\]](#)

PERSONAL PROJECTS *Multiplatform game with C++* 2012 — present (very sparse)

Solo Programmer

2D platform game with its own physics and lightning effects engines. Multiplatform project that utilizes OpenGL, GLSL and the SFML (C++) library for input and graphics management. Currently has a version in *very* early development for Mac OS X. Windows version in progress.

EXPERIENCE *Programmer* 2013 — 2014

VTX BRASIL

- Development of IM and video call application for iOS. (6 months)
- Development of multiple-device split video playback application for Android. (3 months)

Lead Programmer 2014 — present

VTX BRASIL

- Product conception and direction of development.
- Head of development of iOS application for engagement in retail through innovative technologies. (14 months)

SKILLS - *Languages:*

Fluent: Objective-C, C, regex

More Familiar: Python, C++, Java, Scheme, Erlang, ActionScript 3, L^AT_EX, GLSL

Less Familiar: CUDA, Assembly, Prolog, Swift, Smalltalk, Pascal, Bash

- *Frameworks, libraries and technologies:*

iBeacon, SFML, Allegro, NumPy, JigLib, Papervision3D, FLARManager, AllJoyn, Vuforia, OpenCV, Liblinphone, Augmented Reality

- *Softwares e tools:*

Git (advanced), gnuplot, Xcode, Eclipse, ADT, FlashDevelop, Sublime Text, TextMate, vim

- Intermediate knowledge of OpenGL and shaders

- Development in Ubuntu and Debian systems (7 years) and Mac OS X (5 years)

- Intermediate knowledge of cryptography

- Intermediate-advanced image editing in Adobe Photoshop

- Fluent english, basic-intermediate japanese, basic spanish

- AWARDS**
- Bronze medal in the *Informatics Brazilian Olympics* (2007)
 - Silver medal in the *Astronomy Brazilian Olympics* (2006)
 - Silver medal in the *Astronomy Brazilian Olympics* (2007)
 - Honorable Mention in the *Physics Brazilian Olympics* (2007)
 - Progressed to the last stage of recruitment by the Microsoft Corporation in IME - USP (2012)