Rafael Campos Nunes

Computer Scientist

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{ github.com/rafaelcn · linkedin.com/in/rafaelcamposnunes/ · rafaelcn.github.io }

Projects

/u-root

An *userland* written in Go that can create a file system on root mode (*initramfs*) containing a set of tools *busybox* alike.

/brain

Esoteric programming language written in C++ that compile binaries using LLVM.

/c-iterators

Iterators for dynamic allocated lists written in C.

/ticket-system

Report bug system with a graphical interface that was written using JavaSE8, Hibernate (ORM) and Maven for dependency control.

/morse-code

Program to encode and decode morse code written in C++.

/kokiri

Graphics library to create games and simulations.

Many other projects can be seen at my Github profile.

Experience

- **Mauro Silva Advogados e Associados**

  Position: Internship on Software Development. August of 2019

- **Universidade Federal Tecnológica do Paraná**

  Position: Internship. April of 2018 – October of 2018

- **Supermercados do Norte do Brasil Ltda.**

  Position: System Analyst. April of 2016 – June of 2016

- **Supermercados do Norte do Brasil Ltda.**

  Position: Software Developer. September of 2014 – March of 2015

- **Supermercados do Norte do Brasil Ltda.**

  Position: Internship on Software Development. August of 2013 – February of 2014

University Experience

- **TA in Calculus** August of 2017 – December of 2017

Abilities

Programming languages: [c, c++, go, java, ocaml, python]

Tools: [emacs, git, zsh, docker]

Education

1. Universidade de Brasília. Bacharelado em Ciência da Computação, 2019 – 2022.
2. Universidade Tecnológica Federal do Paraná. Ciência da Computação, 2016 – 2020.
3. Instituto Federal de Educação, Ciência e Tecnologia do Pará. Manutenção e Suporte a Informática, Programação e Manutenção de Computadores, 2012 – 2015.
4. TOEFL 2018-2020 B2 (CEFR).

Research

1. Construction of an autonomous robot for inspection and detection of structural failures, 2017 – 2017.
2. Development of a multi-platform game engine prototype, 2018 – 2018.
3. Study and development of a multi-platform graphical framework over SDL2, 2018 – 2019.
4. Mathematical Model for Ebola disease in Guinea, 2019.