# Renato Prado

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Computer Science major in search of a summer app development internship

**Education:**

**Bachelor of Science, Computer Science,** **May 2026**
*Rose-Hulman Institute of Technology*, Terre Haute, IN GPA: 3.65
*Relevant Courses: Data Structures, Database Systems, Design and Analysis of Algorithms*

**Skills:**

**Software:** Java, Python, C, JavaScript, React, SQL, HTML, CSS, UML, Excel, MATLAB
**Technical:** Web Development, Object-Oriented Programming, Version Control
**Language:** Fluent in English, Portuguese, Spanish, French

**Internship Experience:**

**Virtus BR Partners,** Sao Paulo, Brazil **Jun – Aug 2024**
Finance Investment Banking Summer Intern

- Managed financial models using Excel and Capital IQ to evaluate Mergers and Acquisitions and Project Finance deals.
- Developed detailed client presentations using PowerPoint incorporating graphs, illustrations and data-driven insights to support strategic decision-making.
- Conducted in-depth market research across Brazil and globally, focusing on sectors such as renewable energy, catastrophe bonds, retail, and agrotechnology, to inform clients about investment strategies and opportunities.

**Work Experience:**

**Teaching Assistant - Object-Oriented Software Development** **Dec 2024 – Feb 2025**

- Provided individualized support to students on object-oriented programming concepts.
- Contributed to course material development and graded assignments.
- Supported students' final projects by providing technical advice.

**Project Experience:**

**Game Tracker** **Nov 2024**

- Developed a dynamic web application using React to simplify game session tracking and enhance user engagement with personalized insights and statistics.
- Integrated client-side and server-side mechanisms to support persistent data storage and asynchronous communication, ensuring seamless user interactions and efficient data handling.

**Pipelined Processor Design** **Nov 2024**

- Designed and implemented a 5-stage pipelined RISC-V processor in Verilog, supporting R-type, I-type, load/store, branch, and jump instructions.
- Developed and tested the processor with Verilog testbenches and waveform diagrams.

**Tree-Based Text Editor Engine** **Aug 2024**

- Implemented a height-balanced tree structure in Java to create an efficient text editing tool, ensuring optimal performance with O(log N) time complexity.
- Developed methods for adding, deleting, and retrieving characters within the tree structure using advanced data structures, which optimized the efficiency of the program.

**Jetpack Joyride** **May 2024**

- Designed and developed an object-oriented side-scrolling game in Java, implementing collision handling, exception handling, and difficulty levels.
- Used inheritance to minimize code duplication and ensure flexibility in game design.
- Enhanced visual design by adding animated sprites and power-ups.

**Activities:**

**Rose-Hulman Men's Tennis Team**, *All Heartland Conference Honorable Mention*