

# Diogo Ribeiro

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## Summary

- Enthusiastic, relentless learner and problem solver. With a wide range of interests, quickly masters wildly different topics to find the best solutions for the problems at hand. Learns for fun, creates to delight.

## Experience

### Fabamag

*Porto, Portugal*

SOFTWARE ENGINEER

*Mar 2017 - Sep 2018*

- Contributed to design, develop and calculate payouts for casino games (Bingo, Spins, Blackjack) that are played in countries all over the world
- Responsible for speeding up the creation and updates of games — re-implemented the game rules' component (C++), developed a general-purpose optimizer and other tools to inspect and analyze the game (NodeJS)

### Khan Academy

*Remote, USA*

CONSULTANT

*Jan 2016 - Oct 2016*

- Developed programming challenges that help thousands of students learning how to program and simulate natural behaviour using JavaScript

### Forgotten Empires

*Remote, Europe*

MAP MAKER

*Dec 2014 - Sep 2015*

- Developed the perfectly mirrored maps for Age of Mythology: Tale of the Dragon
- Implemented all the functionality necessary to create mirrored maps: math and trigonometric functions, forest shape generation and accurate object placement using a C like language

## Skills

- Advanced knowledge of JavaScript, C/C++, Ruby and Rust
- Some experience with Elixir, Lisp, HTML, Haskell, Python and Octave
- Advanced knowledge of Maths and Physics
- Some experience with Protocol Buffers, Language Parsers, Machine Learning and Databases (SQLite)

## Projects

### VS Code Comment Box

- VS Code extension to generate configurable comment boxes with 1.5k users, written in JavaScript: <https://marketplace.visualstudio.com/items?itemName=slysherz.comment-box>

### Polar Send to Watch

- A couple of applications to create phased training session plans and send them to your Polar watch:
- A web application to create the training plan, in JavaScript + HTML: <https://slysherz.github.io/polar-training-session-tool>
- A stand-alone application to send the training plan to your watch, via USB, written in Rust: <https://github.com/slysherz/polar-send-training>

### Papercut, 2D Physics Engine

- Simple 2D Physics engine built from scratch, in JavaScript: <https://www.khanacademy.org/computer-programming/papercut-2d-physics-engine/5612588161368064>

### And much more :)

- A simple 3D Graphics Engine, fractals, simulations and more than 1.5k answered questions from Khan Academy students: <https://www.khanacademy.org/profile/slysherz/projects>

## Education

### High School Diploma

*Viana, Portugal*

ESCOLA SECUNDÁRIA DE MONSERRATE

*2009 - 2012*

- 3.5 GPA

### Physics Degree with minor in Computer Science

*Porto, Portugal*

FACULDADE DE CIÊNCIAS DA UNIVERSIDADE DO PORTO

*Sep. 2012 - May 2014*

- Attended 3 semesters, then left to study Computer Science full time using online lectures from MIT Open Courseware and other sources