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

Fabamaq *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 *Feb. 2019 - Aug 2018*
- Developed programming challenges that help thousands of students learning how to program and simulate natural behaviour using JavaScript

Forgotten Empires *Remote, Europe*
MAP MAKER *Feb. 2019 - June 2019*
- 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 and Octave
- Advanced knowledge of Maths and Physics
- Some experience with Protocol Buffers, Language Parsers and Machine Learning
- Loves solving problems, especially the hard ones

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 using online lectures