

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 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