Tiago Grimaldi Rossi

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Education

University of Texas at Austin

Austin, TX

B.S. in Computer Science, GPA: 3.8 / 4.0

May 2022

- Selected courses: Data Structures, Computer Architecture, Object Oriented Programming, Game Technology, Algorithms and Complexity, Discrete Math.
- Minor: Business

Skills

Programming Languages	Java, Dart, Python, JavaScript, HTML5, CSS, C#, C
Tools	AWS, Flutter, React Native, Git, Unity, DynamoDB

Experience

Texas Product Engineering Organization

Austin, TX

Engineering Director/Former Engineering Fellow

January 2020 - Present

- Developed and started teaching an 11-week engineering curriculum and a two-day bootcamp for 25+ engineering fellows.
- Conducted recruiting of six incoming engineering fellows from a 100+ applicant pool. Held office hours to assist new fellows.
- Selected as one of ten engineering fellows to follow an application-based curriculum on full-stack engineering and UI/UX.
- Worked as a full-stack developer on CloudCare, a cross-platform mobile application to help kids with chronic diseases.

Spectrum Enterprise

Austin, TX

Software Engineer Intern

May 2020 – August 2020

- Created a table matching the source and destination API endpoints of multiple Python/Flask repositories of the Network Automation team. Increased development speed by up to 15%.
- Worked on a tool for Spectrum's Internal Command Line Interface to coordinate which teams should be in the office during COVID. Written in Python in collaboration with another intern.

Projects

CloudCare - Full Stack Developer

Worked with Dell's Children's Hospital physicians to create an app that allows optimization of treatment by tracking patient data.

- Developed a mobile application using Flutter, connected to an AWS back-end using DynamoDB, S3 buckets, and Python3 Lambda functions.
- Managed a user database handling authorization, authentication, and image compression.
- Collaborated with a UI/UX designer using Figma to create static and dynamically generated UI elements tailored by user data.
- Communicated with stakeholders to pinpoint user needs and discuss feature requests.

Studyparty – Co-founder/Front-end developer

Created a mobile chat platform to facilitate communication between college students that share classes together.

- Developed front-end using React Native with features such as forms, chat interface, sorting, class matching. Integrated with an AWS back-end.
- Collaborated with a back-end developer using Git and UI/UX designer using Figma. Brainstormed/implemented innovative chat app functionalities.

De;graded - Game developer

- Worked in a team of six members to build a robot-themed 3D puzzle game in Unity. [Published in itch.io]
- Developed scripts in C# for user interface (main menu, pause menu, settings), character movement, and unique game interactions.

Fledgeling - Game developer

- 2D platformer built in Unity during the 36-hour UT Game Jam 2019. [Published in itch.io]
- Created scripts in C# for camera movement, enemy pathing, projectile detection, platform detection, and character movement.

Leadership Experience and Activities

Brazilian Student Association (BRASA)

Co-founder of UT Austin chapter

- Helped connect incoming Brazilian students on campus to the local community. Recruited over 20 new members since 2019.
- Organized social events with cultural food and music. Welcomed Brazilian exchange students to interact with other BRASA members.

Electronic Game Developers Society (EGADS)

Official Dev Team member

- Built four new games with EGADS Dev Teams using the Unity development platform.
- Participated in the UT Game Jam 2019 and Global Game Jam 2020 in teams with EGADS members.