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CONTACT

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EDUCATION

2015 - 2021

Universidade Federal do Rio de Janeiro

Bachelor of Engineering in Computer and Information Engineering

cum laude

EXPERIENCE

2019 - 2020

Software Engineer Intern at DESCOMPLICA

- Worked as a full stack developer at Descomplica's main product, its university entry exams courses, with 20MM users and around 300k MAU.
- Built new systems and adapted and maintained legacy ones using SCRUM/Agile based methodologies of project management and focusing on quick iteration, CI/CD, heavy testing and daily code reviews.
- Main technologies: Node.js, React, GraphQL, Next.js, SQL and NoSQL databases.

LANGUAGES

PORTUGUESE: Native.
ENGLISH: Fluent.
SPANISH: Beginner.

SKILLS

LANGUAGES:

C/C++

Python

JavaScript (React, Node.js, React Native, p5.js)

HTML e CSS

C# HLSL

OTHER:

Version control system Git

Databases (Relational and NoSQL) Agile methodologies (scrum, kanban)

Creation of automated tests

Parallel programming on the GPU through shaders

Game Engines such as Unity and Godot

PROJECTS

2022

- Development of Oikos, a short game created with the Unity game engine. The project simultaneously uses handmade and procedurally generated content to create an experience that puts the player in a maze that they're trying to escape.

2021

- Development of a procedural terrain generator in the Unity game engine, based on parallel programming on the GPU through compute shaders. The project, theme of my university final project, aims to compare different terrain generation algorithms and implementations through metrics such as execution time, memory cost and results generated.

2019

- Freelance project for Paper X on the protyping of a web based platform to display, manage and organize Descomplica's youtube educational video content. Built in React.
- Development of Iuro Ware, a web based platform of multiplayer microgames. The development focused on documentation and the creation of software development artifacts.
- 2018 Development using Unity Engine of a synth/piano simulator for use with the virtual reality hand tracking device leap motion.

2017

- Took part in the student's Autonomous Underwater Vehicle competition team Nautilus UFRJ as a software developer.
- Development of a React Native app prototype funDB, a collaborative wiki project for UFRJ where students could catalogue things such as classes, professors and campus restaurants.