

# ANTONIO KÓS PINHEIRO DE ANDRADE

## CONTACT

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## EDUCATION

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2015 - 2021 | **Universidade Federal do Rio de Janeiro**  
Bachelor of Engineering in Computer and Information Engineering  
*cum laude*

## EXPERIENCE

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2019 - 2020 | **Software Engineer Intern at DESCOMPLICA**

- Worked as a full stack developer at, among others, 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

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

## SKILLS

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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

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| 2021 | - Development of a <a href="#">procedural terrain generator</a> in the Unity game engine, based on parallel programming on the GPU through compute shaders. The project, theme of my university <a href="#">final project</a> , aims to compare different terrain generation algorithms and implementations through metrics such as execution time, memory cost and results generated.   |
| 2019 | <ul style="list-style-type: none"><li>- Freelance project for <a href="#">Paper X</a> on the prototyping of a <a href="#">web based platform</a> to display, manage and organize Descomplica's youtube educational video content. Built in React.</li><li>- Development of <a href="#">Iuro Ware</a>, a web based platform of multiplayer microgames. The development focused on documentation and the creation of software development artifacts.</li></ul> |
| 2018 | - Development using Unity Engine of a synth/piano <a href="#">simulator</a> for use with the virtual reality hand tracking device Leap Motion.   |
| 2017 | <ul style="list-style-type: none"><li>- Took part in the student's Autonomous Underwater Vehicle competition team <a href="#">Nautilus UFRJ</a> as a software developer.</li><li>- Development of a React Native app prototype <a href="#">funDB</a>, a collaborative wiki project for UFRJ where students could catalogue things such as classes, professors and campus restaurants.</li></ul>  |