

Victor Miguel de Moraes Costa

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EDUCATION

UFPE - FEDERAL UNIVERSITY OF PERNAMBUCO

B.Sc. IN COMPUTER ENGINEERING

Feb. 2018 - Dec. 2022 (expected)

Cum. GPA: 8.94/10.00

RELEVANT COURSEWORK

- Algorithms and Data Structures
- Computer Architecture
- Operating Systems
- Software-Hardware Interface

LINKS

Github: /vmmc2

LinkedIn: /victor-miguel-de-morais-costa-3200b6175/

SKILLS

PROGRAMMING

Fluent:

C • C++ • Dart • Python • HTML

Familiar:

Kotlin • Haskell • Assembly x86

Verilog • SystemVerilog • CSS

FRAMEWORKS

Flutter

TECHNOLOGIES

Android Studio

LANGUAGES

Portuguese (Native)

English (Advanced)

AWARDS

- 4th Place - Microsoft Hackathon "Bot-A-ndo" a mão na massa
- 14th Place (in Brazil) - Google Hashcode 2019

EXPERIENCE

ROBÔCIN | UNDERGRADUATE RESEARCHER

Nov. 2019 – Present | Recife - PE, BR

- RobôCIn is a research group in CIn of UFPE that uses robotics to solve problems. The group is divided in 4 categories: VSSS, SSL, 2D Simulation and Line Follow.
- Currently working in the 2D Simulation division and focused on developing the strategy of the agents of our team for the next competitions.

PETLAB | UNDERGRADUATE RESEARCHER

Aug. 2019 – Nov. 2019 | Recife - PE, BR

- PETLAB is a program developed in a partnership between PET (Programa de Educação Tutorial) and three research and development laboratories present at UFPE: Voxar Labs, LIKA and SPG. I worked as a developer and learned about computer vision, OpenCV and different applications of cellular automata.
- Relevant technologies used: Python, C++.

UFPE | VECTOR AND LINEAR ALGEBRA ASSISTANT TEACHER

Aug. 2018 – Aug. 2019 | Recife - PE, BR

- Taught tutoring sessions for the students. Besides that, prepared some lists of exercises and a series of exams that were used as a part of the final grade of the students.

PROJECTS

CINGAMES | A PROJECT FOCUSED ON INTEGRATING GAMES AND FPGA

Oct. 2019 - Dec. 2019 | Recife - PE, BR

- CInGames is a project that contains 3 different games that can be played at the Altera DE2i-150 FPGA Board. Worked on the development of the Genius game and was also responsible to develop the Driver, so that these games could be played in the board.
- Technologies used: C/C++, MakeFile.

GASOLINA: GREVE INFINITA | A MULTIPLAYER BATTLE-ROYALE GAME

May. 2018 - Jul. 2018 | Recife - PE, BR

- Gasolina: Greve Infinita is a online game that can be played by at most 4 players in a local server. After the development, the game was tested by freshman students.
- Responsible for the game art and for the development of the game's mechanics. Technologies used: C.

COMPETITIVE PROGRAMMING | A REPOSITORY FOR COMPETITIVE PROGRAMMING

Aug. 2018 - Present | Recife - PE, BR

- It's a project I made which contains solutions for several problems about algorithms and data structures from different online judges such as: UVA, Codeforces, SPOJ and more. It was made to help other students in order to solve these types of problems.
- Technologies used: C/C++, Python.

NEMESIS | A CACHE SIMULATOR

Jul. 2019 - Aug. 2019 | Recife - PE, BR

- Nemesis is a cache simulator of 1024 words made using Python. It can simulate 16 different types of cache and supports both write access and read access. It was mainly developed using the RISC-V architecture as a basis and inspiration.
- Technologies used: Python.