Victor Miguel de Morais 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

SKILLS

PROGRAMMING

Fluent:
C • C++ • Dart• Python
Familiar:
Kotlin • SystemVerilog
Assembly x86 • Verilog

FRAMEWORKS

Bulma • Django

TECHNOLOGIES

Git

LANGUAGES

Portuguese (Native)
English (Advanced)

AWARDS

- 4th Place - Microsoft Hackathon "Bot-A-ndo" a mão na massa

EXPERIENCE

ROBÔCIN | Undergraduate Researcher
Nov. 2019 – Present | Recife - PE, BR

- RobôCIn is a research group of the Informatics center at UFPE which resolve problems using robotics and innovative solutions based on A.I, computer vision, mechanics and electronics.
- 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. Also made presentations that were used by the students as a way for them to prepare for the exams.
- Prepared a series of mini tests 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(Pong, Minesweeper, Genius) and these games 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 at the board.
- Relevant 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 Battle-Royale 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 connection server-client. Relevant technologies used: C.

COMPETITIVE PROGRAMMING | A repository for Competitive Programming
Aug. 2018 - Present | Recife - PE, BR

- Competitive Programming is a repository that I made which contains solutions for several problems about algorithms and data structures from different online judges such as: Codeforces, UVa, SPOJ and more. It was made for educational purpose and to help other students in order to solve a specific problem.
- Relevant 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.
- Relevant technologies used: Python.