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The future has already arrived. It's just not evenly distributed yet. -- William Gibson
That's where I come in. Learn and master anything that interests me and use it to bring forth the future.

Education and Scholarship:

Columbia University – Dual Bachelors Program – New York City, NY   GPA: 3.5
   Columbia College, Class of 2015 – B.A. in **Computer Science**
   Columbia Engineering, Class of 2015 – B.S. in **Mechanical Engineering**

Project Experience:

Graphics Research – Work on hair, friction, and fluid simulation under the supervision of Eitan Grinspun
Robotics Research – Developed projects concerning assistive robotics under the supervision of Peter Allen
Physics Engine – Simple but capable Animation engine which develops through plugins of interaction methods
BrickBreakAR – Project Manager and lead engineer for a 3D Augmented Reality rendition of Brick Breaker
Ray-tracer & Pipeline Renderers – featuring reflection, soft shadows, Monte-Carlo methods, Bezier surfaces
Linger – Android app that ports contacts and messaging to any device for continued use when your phone dies
GDL – Language designed to make generating graphs, decision trees, and automata easy and robust
3 Tier Architectures – Database supported websites, algorithm applets, and a Fantasy League implementation

Work Experience:

1stDibs   May 2013 – Sep 2013
Back-End Software Developer
- Created support services for the back-end team working within a Spring framework
- Provided automated services in Java to facilitate scalability and development

Meta   Jan 2013 – May 2013
Software Developer
- Design and implement apps driven by depth sensors
- Specialized in Augmented Reality and Hand Gesture manipulation

Columbia University Athletics   Sep 2010 - Sep 2013
Women's Varsity Volleyball Manager and Video Coordinator
- Provide individual training on specific techniques and athletic mentality
- Manage administrative tasks and design practice plans

Languages and Skills:

Fluent in Brazilian Portuguese and English, Proficient in French and Spanish
C, Java, C++, Python, SQL, C#, Unity3D, OpenGL, MATLAB, Modo, PTC Creo, CUDA, Android SDK

Relevant Coursework:

Computer Science:
Graphics, Physics Based Animation, GPU Computing, 3D UI & Augmented Reality, Discrete Differential Geometry
Programming Languages and Translators, Honors Data Structures and Algorithms, Discrete Math
Computer Vision, Operating Systems, Advanced Programming, Databases, Networks, Biometrics, Robotics

Honors Mathematics & Physics:
Advanced Calculus – Linear Algebra – Ordinary Differential Equations – Probability
Mechanics – Relativity – Fluids – Thermodynamics – Heat Transfer – Classical and Quantum Waves

Awards and Honors:

Lapin d'Or – Computer Animation – First place in competition of technically challenging and creative simulations
Twilio Award – DevFest 2014 – Prize for Linger app's ability to allow continued messaging from any device
RoboRace 2013 Finalist – Robotics – Top contender in robotic contest driven by speed and accuracy
St Lawrence Community Service Award – Awarded for raising over $20,000 towards charities and organizations
Leadership Awards – Acknowledged on separate occasions by students, faculty, and administration for ability to lead