

Flavia Cavalcanti

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www.flavulous.com

<https://github.com/FlaviaR>

EDUCATION

Iowa State University (ISU)
B.S. Computer Engineering
GPA: 3.70

University of Calgary
Masters in Computer Science
Expected Graduation: Fall 2019

WORK EXPERIENCE

Union Pacific Railroad (UP) (Summer 2014):

[Java] Developed applications for the company's information television system (ITV); created an app for the easy generation of train statistics to be displayed on the ITV.

Workiva (Summer 2016):

[Dart] Part of a team responsible for maintaining, testing, and developing the Wdesk Spreadsheet application.

OTHER PROJECTS

Reversi/Othello:

[Unity, C#] Developed an Othello game with two different modes: Player vs Player and Player vs Computer. The AI was based on the Alpha-Beta Pruning search algorithm, for increased efficiency.

Blobby Dances Macarena:

{WebGL} Blobby is an articulated doll implemented from scratch, which through the use of nested transformations, is capable of dancing macarena. Inspired by a paper written by Jim Blinn.

For more projects and information, please visit: www.flavulous.com

SKILLS

Previous Experience in: Java, Python, Javascript, CSS, HTML, C

Multi-lingual: Portuguese (native speaker), English (fluent), Spanish (advanced), French (intermediate), Chinese (basic communication/reading)

DISTINCTIONS

▣ Second Place in UP Hackathon (Summer 2014)

▣ Published a paper on "Paper Based Microfluidic Devices for Energy Applications" in the Renewable and Sustainable Energy Reviews journal

▣ ISU Women's Award Recipient

▣ Language Excellence Award in Chinese

▣ Original art piece introduced into ISU's student gallery exhibit (Spring 2016)