LÉO_GONSALVES OFT_ENG AME_ DEV

🌐 www.**leogons**.com/portfolio/
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SUMMARY

Creativity and results oriented software engineer with a deep interest for game programming, development and design, new and emerging web technologies, and creation of exciting, interactable software. Passionate for telling computers what to do.

EDUCATION

Worcester Polytechnic Institute, Class of 2020
Worcester, Massachussetts, USA
Bachelor of Science, Computer Science

RELATED_PROFESSIONAL_EXPERIENCE

N-SIDE, S.A. {

Software Developer, UI/UX Team

Louvain-La-Neuve, Belgium

}

» Lead the development of many features, both in back end (REST APIs) and front end (reactive table component).
» Took charge of the ground-up construction of a brand new product application
» Contributed to the maintenance and improvement of clincal trial optimization software in a full stack position
» Performed both solo autonomous work as well as in small-to-medium sized team organizations, using agile and shape-up methodologies
» Coordinated E2E continuously integrated features alongside team heads and engineers
» Knowledge of uncommon application stack, and the ability to navigate extensive codebases and interconnected systems

BOSE CORPORATION {

Software Engineering Intern

Framingham, MA, USA

}

» Prototyped and developed software and front end user interfaces for new products
» Fixed UI defects for new and current products
» Developed a web application using React, RxJS, and other frameworks
» Coordinated with dozens of other teams to create high quality, innovative products

WPI {

Front End Engineer && Research Assistant, DataViz Lab

Worcester, MA, USA

}

» Developed and maintained a data visualization and mood recognition application
» Programmed software with a design centered around processing large quantities of data
» Utilized React, RxJS, HTML, CSS, D3JS to create and maintain application components
» Contributed to research in machine learning

SKILLS

- OO Programming (Scala, C#, Java, C++)
- Functional programming
- Javascript + Libraries (D3, React, Rx, etc)
- Git and related (bitbucket, github, etc)
- Task tracking, estimation, and organization
- Whiteboarding and fail-cheap iterative style of work
- Fluent in English and Portuguese
- Intermediate French, Spanish, German

GAME DEV

- Self taught **Unity** and Unreal developer
- Entry-level skills in **3D modelling and rigging**
- Experience programming basic AI
- Experience in **building small, indie game demos**
- Experience writing randomizers and **level generators**
- Experience working with multiple external assets and packages
- Skilled at **navigating documentation** and self-teaching

Play with my work at www.**leogons**.com/**portfolio/unity**