

Arthur De Araujo

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RELEVANT EXPERIENCE:

Rednote — Port Washington, New York

April - May 2017

iOS Developer Independent Consultant

- Unit-tested code for robustness, including edge cases, usability and general reliability
- Worked thoroughly on building new features using Swift.

FrescoNews — Manhattan, New York

June - August 2016 | December - January 2017

iOS Developer Intern

- Collaborated with cross-functional teams to define, design, and ship new features using Objective-C
- Unit-tested code for robustness, including edge cases, usability, and general reliability
- Continuously discovered, evaluated, and implemented new technologies to maximize development efficiency.

EDUCATION:

University At Buffalo, State University of New York — Amherst, New York

Expected: May 2020

Bachelor Of Science in Computer Science

Major GPA: 4.0/4.0

Overall GPA: 3.9/4.0

- Member of the National Society of Collegiate Scholars
- Software & Design Engineering Consultant at the Blackstone Launchpad
- UB ACM 2017 Secretary. Designing and developing a new responsive website for the chapter.

MakeSchool Summer Academy 2014 — Manhattan, New York

June - August 2014

- Earned a scholarship to attend the academy which 50 out of 5,000 people were admitted.
- Learned iOS game making skills through intensive training and development
- Created an iOS app called Hacker Outbreak by demo day which has accumulated 30K+ downloads

SHIPPED PROJECTS

UBDevs.com — NodeJS • Express • MongoDB • JQuery • AJAX • HTML • CSS • Git • Sketch

Released April 2017

- Designed a website to help students, entrepreneurs, and others to find talented SUNY Buffalo student developers.

UB Anti-Social Club — iOS • Sketch • Swift • Zeplin

Released November 2016

- Created the designs and developed the iOS application for a fully anonymous message board exclusively for students at the University at Buffalo to exchange ideas, photos, events, and other campus related information.

Desert Bouncer — iOS • Spritebuilder • Obj-C

Released March 2015

- Developed a side scrolling game in which the player tries to collect coins in between stone walls passing by to survive longer. It increases pace over time and users are allowed to purchase upgrades with their coins.

Hacker Outbreak — iOS • Spritebuilder • Obj-C • Bluetooth

Released August 2014

- Developed a 2 player fast paced typing game in which players try to 'hack' their opponent's device. The successful hacker wins trophies to get a better rank. Accumulated over 30,000 downloads.

HACKATHON PROJECTS

MyCart — **Awarded MongoDB Prize** — iOS • Swift • Python • PyMongo • Flask • Euphony • Face++ Inside • Git

- Developed a simple sales solution in place of a cashier and cash register. Allows vendors to easily manage their products.

Upstate Hacks 2016

- Used facial recognition technology to identify the shopper's age, smile amount and gender.

TVShopper — Parse • TVOS • iOS • Obj-C • Swift • MasterCard API • Git

MasterCard Masters of Code: NY 2015

- Created a less invasive ad experience, presenting ads/items subtly into your video.
- My teammates developed a way for users can swipe to learn more and then add the item directly to their cart through the tvOS app.
- I integrated a companion iOS app which displays the cart and once they are done, they are able to check out all of their TV shopped items using Parse and MasterCard's Simplify Commerce API.