

Lucas Mendes Menge

BSc in Computer Science
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Work



Lead Developer for Cartalog

Cartalog is an interactive catalog builder and viewer for iPad. It has a rich user interface that is fast and pleasing to use with clean animations and even support for embedded videos. The entire application was designed and developed by myself. To see it in action, take a look at the website and promotional video at cartalogapp.com.



Lead Developer for Save My Files

Save My Files is a straightforward file downloader which supports pausing and resuming downloads. It also comes with embedded photos, music and video viewers. The entire application was designed and developed by myself initially for personal use, but then turned into a polished app to be published. To see it in action, take a look at the features and demonstration video at the [Save My Files website](http://save-my-files.com).



Personal Open Source projects hosted at GitHub

I maintain a series of repositories at [GitHub](https://github.com) where I post source code for old projects or for projects which are commercially inviable. Recent Objective-C code includes the [SiOS project](#)



Lead Programmer for Undead Attack Pinball!

Undead Attack Pinball! was developed from scratch for the original iPhone and focused on rich graphics with an interesting gameplay mechanic – playing pinball while using the ball to kill monsters. This was a five-people project (two programmers, two designers and one sound artist) in which I participated heavily in gameplay design and was in charge of programming everything except for physics. There is also has a gameplay video at attackpinball.net.



Lead Programmer for VisualMOL at Federal University of Pernambuco (UFPE)

VisualMOL is an OpenGL-based molecular visualization framework that was developed throughout two years and used extensively at the [Theoretical Medicinal Chemistry Laboratory](#) at UFPE. Written in C++ and compatible with Qt, it was meant to be embedded into the various research applications being developed at the laboratory to facilitate both data input and result visualization in the process of [Molecular Docking](#).



XHTML Template Builder for Enhanced Labs

At Enhanced Labs, I was in charge of transforming their Photoshop designs into easy-to-use standards-compliant HTML templates for our clients. For more information on what they did, check out their website at enhancedlabs.com

Formation

BSc in Computer Science at UNICAP

Graduated from the Catholic University of Pernambuco at the end of 2008.

Examination for the Certificate of Proficiency in English (ECPE)

Passed with Honors.

Miscellanea

Throughout my formation, I've come into contact with various technologies and operating systems. I've been a Windows user most of my life, but in the past years moved from Windows to Linux and now to OS X. I can easily get around Photoshop and can do basic 3D modelling with Blender and 3ds max.

Some of the programming languages in which I've done projects include Objective-C, C++, C, C# and PHP, but without a doubt enjoy Objective-C the most. I can't help but have a soft side for 3D graphics, having developed simple projects in Direct3D and some a bit larger in OpenGL/ES.