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Computer Science Student Receives Prize in Apple Contest



Santiago Gonzaga developed dynamic app that teaches genetics

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Santiago Gonzaga, an undergraduate student of the [Computer Science Program at UFRGS](#), was awarded in the competition of the Worldwide Developers Conference (WWDC), an annual event promoted by Apple, which took place remotely in 2021. For the competition, Santiago created the "Genetics and me" app, which dynamically teaches genetics. The program is not yet available to the public.

"I developed an app that tells a little of my story and at the same time teaches genetics. To explain genetics concepts, I decided to create a microscope simulator so that the user can get to know structures such as chromosomes, DNA, and genes. Next, I wanted to create a greater interaction with the user, which would show the genetic inheritance in practice. So, the app allows its user to know the probabilities of eye color and average height of prospective children by entering information about the parents," the student explains.

In addition to this software, Santiago recently launched the "[Moodi](#)" application on the AppStore, focused on mental health, which already has users in approximately 20 countries. "Getting advice from Apple engineers about this project will be very interesting," he concludes.

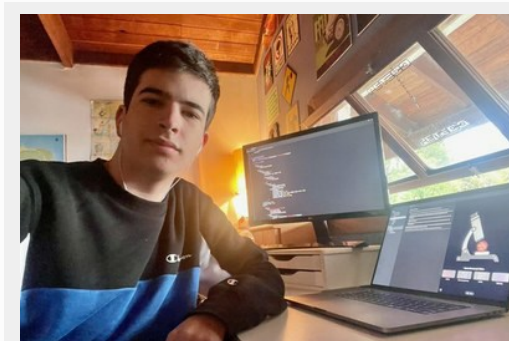


Photo: personal archive

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