

AUGUSTO MOTA PINHEIRO

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SUMMARY OF SKILLS AND QUALIFICATIONS

Operating Systems | Windows • Android • iOS • Debian-based Linux distributions (i.e., Ubuntu)

Programing | C# • C++ • OpenGL • Java • Dart • JavaScript • HTML • CSS • Python • Bash

Platforms | .NET • Unity • Docker • Portainer • Flutter • Firebase • MongoDB • Nuxt.JS • Vue • Processing

Methodologies | Agile • Scrum

Other | Visual Studio • Git & GitHub • Gerrit • SolidWorks • 3D Printing (FDM & SLA) • Blender • Soldering

Languages | Portuguese (Fluent) • French (Fluent) • English (Fluent) • Spanish (Intermediate) • German (Beginner)

Licenses & Certifications | First Aid & CPR (2017-2023) • WHMIS 2015 Training (2023-2026)

EDUCATION

Bachelor of Computer Science Co-op with Minor in Biophysics

2021-2025

Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Combinatorics
- Introduction to Computer Graphics
- Dean's List (3.9 GPA)

DEC in Interactive Media Arts

2019-2021

Dawson College, Montreal, QC

- Honor Roll Student (All 4 semesters)

WORK EXPERIENCE

Software Developer

Jan 2023-June 2023

Ericsson Canada, Montreal, QC

- Created and developed PoCs for innovative telecom solutions using 5G, IMS and various real time protocols
- *Dockerized* entire PoC solution to facilitate cloud deployment for various customers (i.e., on Azure)

Full Stack Developer

May 2021-August 2023

Dawson College, Montreal, QC

- Introduced and created an ingest tool for members of the team to upload and maintain app content
- Created and maintaining external documentation of all systems and scripts of the project
- Pushed for deployment of Docker and helped its implementation for their backend
- Built an AR app showcasing historical sites around Dawson College, using Unity & AR Foundation to implement AR features like geolocation, 3D tracking, image recognition and media presentation, etc.

Digital Lab Technician

Jan 2021-June 2022

Collège Beaubois, Montreal, QC

- Operating and maintaining 3D printers as well as the laser cutter & engraver

- Helping colleagues in using different software or operating and repairing the machines
- Coming up with interesting and creative school projects, like workshops on Blender, Unity, Arduino projects, etc.

PROJECTS

[Pretty Blue](#) (Academic)

2023

Concordia University, Montreal, QC

- Worked with a group of 6 undergraduate students to create a fully procedural world in C++/OpenGL in 2 weeks
- Implemented camera effects (real time volumetric lighting, exponential fog, caustics) for a believable underwater scene
- Implemented cross-platform sound effects with the SFML library
- Organized the C++ project structure using well-structured software components

[Mia – SpotMicro Build](#) (Academic & Personal)

2020-Present

Dawson College, Montreal, QC

- Worked on an advanced solo project for my *Physical Computing* class at Dawson
- Created a robot that moved with more unconventional means
- Implemented inverse kinematics and pre-programmed gait routines
- Researching how to implement Reinforcement Learning for a better gait
- Learned a great deal in a multitude of fields (CAD, 3D Printing, Circuits & Electronics)

[Home Server on Docker](#) (Personal)

2021-Present

Home, Montreal, QC

- Created a secure, internet-accessible home server running on Docker
- Maintain a Minecraft server, a file sharing service, personal and academic websites on different containers

ASSOCIATIONS

Lab Supervisor

June 2023-Present

[IEEE Concordia](#), Montreal, QC

- Supervised weekly lab hours to make sure the lab equipment was used in a safe and proper manner
- Aided less-experienced students on various techniques (3D printing, soldering, power tools use, etc.)

CTO

May 2022-Present

[Nanostride](#), Montreal, QC

- Started as leader of the electronics team, designing motor, sensory and processing circuits
- Created various programs and initiatives to help the club's members improve their skills
- Developing a robotic front desk clerk for Concordia University to improve navigation of the university's campus

INTERESTS

Experience Abroad

Born in Brazil, having lived in Mexico and having changed houses a dozen times across America, my experience with a multitude of cultures and environments

Video Games

I found my passion for discovering how the digital world works through playing a multitude of games starting with *LEGO Star Wars* on the PlayStation 2™

Robotics

Physical computing caught my curiosity when I was in CEGEP and the field has been a major focus ever since