LEANDRO BOTELHO ALVES DE MIRANDA

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Data Scientist

Bio

He has a BSc degree in Computer Science at the Federal University of Alagoas, Brazil, which included researchers in Pattern Recognition and Computer Graphics. Currently MSc and Doctoral Student in Computer Science at Fluminense Federal University, Brazil. His master's research was in clustering algorithms, emphasis about spatially constrained clustering. He has experience in Computer Science, focusing on Pattern Recognition, Data Mining, and Machine Learning. Currently, he is working on researches involving the Ambient Intelligence, principally in Context Reasonings for Human Activity Recognition on Context-Aware computing. Otherwise, he aims to investigate and provide technological solutions for the integration of Edge Computing and Network Functions Virtualization (NFV) paradigms.

Personal Education

2016 - now Doctorate in Computer Science

Fluminense Federal University, UFF, Niteroi, Brazil

Advisor: José Viterbo Filho. Co-advisor: Flávia Bernardini.

2014 - 2016 Master's Degree in Computer Science

Fluminense Federal University, UFF, Niteroi, Brazil

Advisor: José Viterbo Filho Co-Advisor: Flávia Bernardini

2010 - 2014 Bachelor's Degree in Computer Science.

Federal University of Alagoas, UFAL, Maceió, Brazil

Advisor: Thales Miranda de Almeida Vieira

Professional Experience

2020 - 2021 PhD Reseacher

UFF - P&D - Sponsor: DELL

The objective was to implement a Framework for the orchestration of virtualized network services in Edge Computing environments. The project aims to investigate and provide technological solutions for integrating the Edge Computing and Network Functions Virtualization (NFV) paradigms in an orchestration framework.

He developed vertical or horizontal auto-scaling (that is, to acquire more robust computing resources or generate more replicas of the same virtual network function and load balance between them) using strategies based on Machine Learning.

2019 - 2019 Research Engineer

ISABO

He was a Research Engineer in Pattern Recognition and Computer Vision fields. During this period, his research had been focused on people fall detection issues and object segmentation of RGBD images.

2020 - 2020 Content Teacher

Sagah - Soluções Educacionais Integradas

Content teacher of the learning unit: "Preparation and exploratory data analysis."

2018 - 2018 Content Writer

QDiscursivas

Content writer of the book: "Escritor conteudista do livro Provas Discursivas de Tecnologia da Informação Banca FCC ISBN 9788592627348"

2015 - now LabTempo

Laboratório Tempo – Sistemas de tempo real e embarcados – IC/UFF – Niterói,Ri

He has expertise in the development of mining tools, algorithms, and visualization of spatial data with restriction. Also, he has experience in research on open government data analytics toward patterns in user behavior. He currently does studies in IoT, focusing on human activity recognition in ambient intelligences.

2011 - 2014 Laboratório CalaMGo

Laboratório de Modelagem Geométrica e Visão Computacional – CPMAT – UFAL -Maceió, AL

He has experience in Geometric Modelling, such as the development of tools for the insertion of geometric details on surfaces using parameterizations with gradient-based reconstruction. He has an award at the XXVII SIBGRAPI Conference On Graphics, Patterns And Images, in 2014, which is the most computer graphics conference in Brazil. Besides, he worked in Pattern Recognition researches, using the Kinect depth sensor, applying libraries as NITE and OPENNI. Both were focusing on gesture recognition.

Skills

Data Engineering tools

Data Analytics Tools

Basic Skills:

- MongoDB,
- Redis
- SOOOP
- Hive
- Pig, Flune
- Apache Spark
- Docker

- JMP
- Tableu Basic

Python

Web Languages (PHP and JavaScript)

He has experience in this language, mainly in the use of Data Analytics libraries for Data Mining and Machine Learning areas. He knows tools like Pandas, Numpy, scikit-learning, Matplotlib, and seaborn. Also, he has intermediate experience using TensorFlow in Deep Learning, Basic Skill, he is able to create simple webpage.

JAVA

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He has experience in this language, since theory until projects development. He has experience on tools for Data Mining and Machine Learning as WEKA API.

He has experience in this language, mainly on graphics APIs, as Opengl e Opengl 4.

Android	
Basic skill.	
Reseat	rch Areas
 Da Patter Des Met 	nine Learning ata Mining rn Recognition ep Learning taheuristics outer Graphics
Id	lioms ————————————————————————————————————
English (Advanced. He is not fluent)Spanish (Basic)French (Basic)	
Av	wards ————————————————————————————————————
2018	2014
Second Position on Hackaton (ERCAS), Escola Regional de Computação Aplicada à Saúde.	Best Works at Workshop of Undergraduate Work, XXVII SIBGRAPI
2012	2006
Academic Excellence, Federal of Alagoas University	Honorable Mention - Alagoana Olympiad of Mathematics, Federal of Alagoas University
Conferen	nce Reviewer
 XIV Simpósio Brasileiro de Sistemas de Informação (SBSI 201 Brazilian Conference on Intelligent Systems (2019) The Americas Conference on Information Systems (2020,202 	
Scientific Jo	ournal Reviewer
ISSN 1319-8025	
ARABIAN JOURNAL FOR SCIENCE AND ENGINEERING	
Publ	ications ————————————————————————————————————
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