Chrystian Melo

Software Engineer / Computational Mathematics

Chrystian is a highly motivated individual who is unwavering in his pursuit of achieving his goals. He firmly believes in the transformative potential of self-directed learning and actively seeks out opportunities to collaborate with his team members. His ultimate aim is to attain professional fulfillment by working on cutting-edge products that have a significant impact on society, making a tangible difference to the world.

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EDUCATION

Bachelor in Computational Mathematics
Universidade Federal de Minas Gerais

03/2020 - Present

Courses
- Differential Calculus and Integral
- Software Development
- Graph Theory
- And others
- Algebra
- Computer Logic
- Algorithms

Technical in System Development
Universidade Federal de Minas Gerais

02/2016 - 12/2019

Courses
- Logical Systems
- Alghorithms and Data Structure
- Programing Technologies
- Systems Organization and Connectivity
- Web Development
- And others

WORK EXPERIENCE

Software Engineer
Centro de Sensoriamento Remoto - UFMG

09/2020 - Present
Development of models to simulate changes in land use and cover, agricultural and forest rents, urban dynamics, forest fire, fluvial regime and carbon balance.

Achievements/Tasks
- Development and maintenance of an environmental modeling software.
- Environmental Modeling; Interpersonal Skills;
- Modern C++; Parallelism; Software Testing; Memory Management; Design Patterns;
- Java; Java Swing; Systems Design; System Architecture; Graphical User Interface (GUI);

Fullstack Developer
Pattern Recognition and Earth Observation - UFMG

02/2019 - 07/2019
The PATREO Laboratory is interested in researching and developing new Machine Learning and Image Processing techniques.

Achievements/Tasks
- Development of a laboratory resource monitoring system.
- Python; Grafana; Elasticsearch; Docker;

SKILLS

C++ C Java Android Flutter Dart
HTML Css MySQL Bootsrap JavaScript
C# Php Python Arduino VHDL

PERSONAL PROJECTS

BlindHelper
- Android application
- Arduíno Conection Bluetooth
- Development of an embedded system
- https://github.com/ChrystianMelo/BlindHelper

TombGuardians
- 2D Game.
- Development of an Unity game.
- Multiplayer game with several characters with contagious specificities.
- https://github.com/ChrystianMelo/TombGuardians.

ORGANIZATIONS

Projeto Tairú (2017 - 2020)
Secondary Education Monitor in an organization that has been working with university education for indigenous peoples.

Taekwondo FTEMG - UFMG (2010 - 2015)
State Champion in the category

CERTIFICATES

1° in School Game Contest (2019)
at Colégio Técnico of UFMG.

Qualified for the 2nd stage of the OBI (2017)
Level 2 Programming Mode

Qualified for the 2nd stage of the OBI (2016)
Level 1 Programming Mode

LANGUAGES

Portuguese ● ● ● ● ●
English ● ● ● ● ●
Spanish ● ● ○ ○ ○