

# Douglas Chen Ishimoto

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## Profile

I'm interested in software development, web and artificial intelligence with a willingness to learn new technologies. When facing challenges, I combine knowledge from different fields to find efficient and innovative solutions.

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## Education

- **BACHELOR DEGREE IN COMPUTER SCIENCE**

*Federal University of São Carlos*  
(03/2019 - 10/2024)

## Courses and Trainings

- **WEB DEVELOPMENT BOOTCAMP** 

*Udemy (10/2024)*

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## Knowledge

- **WEB** - HTML | CSS | REST API | React | NodeJS | Bootstrap | jQuery | Flutter
- **CLOUD SERVICES** - Google Cloud Platform | Amazon Web Services
- **DEVOPS** - Docker | Kubernetes | GitHub Actions | Prometheus | Grafana
- **ARTIFICIAL INTELLIGENCE** - Machine Learning | Image Recognition
- **PROGRAMMING LANGUAGES** - Python | Javascript (ES6) | Rust | Java | C | C++ | Dart
- **TESTS** - Unit Tests
- **DATABASES** - PostgreSQL | MongoDB | Redis | Neo4j
- **VERSIONING** - Git (GitHub | GitLab)
- **UNIX/LINUX** - Shell
- **METHODOLOGIES** - Kanban | Scrum
- **LANGUAGES** - English (Fluent) | Portuguese (Fluent) | Spanish (Basic)

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## Graduation Experiences

- **MONITOR FOR THE DATA ORGANIZATION AND RECOVERY DISCIPLINE**

*UFSCar, Sorocaba*

- Involves managing data to be read and stored in secondary memory
- Preparation of students' assessments
- Support by answering questions about the classes and the material
- Teamwork with two other monitors

- **RESEARCH INITIATION IN DISTRIBUTED SYSTEMS**

*UFSCar, Sorocaba*

- Study on the Paxos family of protocols in distributed systems
- Code translation from Java to Rust
- Usage of parallel programming and scheduling strategies
- Code optimization and quantitative analysis of results

- **MUSIC COMPOSER AND SOUND EFFECTS DESIGNER**

*Maritacas GameDev - UFSCar, Sorocaba*

- Music composition for games
- Designing of sound effects for games
- Group debates about music theory
- Teamwork with artists and programmers