Dylan Jefferson M. G. Guedes

+55 (11) 99778 7427 dimgguedes@gmail.com github.com/DylanGuedes dylanguedes.github.io



EDUCATION

Masters in Computer Science, IME/USP - Institute of Mathematics and Statistics at the University of São Paulo

Aug 2017 — Present | Ends in Jul, 2019.

Created a middleware between smart cities platforms and Big Data tools to increase data processing usability to end users. The project uses Apache Spark to process smart cities Big Data, has a backend written in Elixir language, and has a frontend written with EmberJS framework.

Bachelor of Science in Software Engineering, FGA/UnB - Faculdade do Gama, Universidade de Brasília

Jul 2012 — Jul 2017

During my bachelor I had the opportunity to learn and train my skills in different areas of computer science. Although the main courses were related to web backend, I had also courses related to game development, competitive programming, free software, agile practices and electronics.



</> </> SKILLS

Main skills: Data Intensive Applications, Systems Architecture, Backend Applications, Big **Data Solutions**

Technologies: Apache Spark, Python, Elixir and Erlang



EMPLOYMENT

Junior Developer/Internship, LAPPIS - UnB/FGA

Dec 2014 - Mar 2017

Experiences:

Backend, free software

• Made contributions to some Free Software Projects, such as Mezuro and Noosfero.



PROJECTS

Apache Spark Personal

Jan 2018 - Jul 2018

Contributed to Apache Spark, an open source data processing engine. My main big data contribution was the addition of the arrays zip function to SparkSQL, now available on 2.4.0. My contributions are available here.

Strife of Mythology Personal - Academic, FGA/UnB

Mar 2016 — Aug 2016

Developer of Strife of Mythology, a tower defense game in which the player has to prevent mythologic monsters waves from reaching the end of a path. Although it is a 2D game, the player has an isometric view, similar to Age of Empires or Diablo II. The game is written in C++ and SDL2 and is built on top of a game engine that I also contributed to.

InterSCSimulator Academic, IME/USP

Aug 2018 - Jul 2019

on top of SimDiasca, a general purpose large scaling simulator, both written in Erlang. I'm currently running a distributed experiment that simulates 100k+ vehicles in a São Paulo scenario in a cluster with 10+ nodes.

InterSCity Academic, IME/USP

Aug 2017 — Jul 2019

Contributed to InterSCity, a smart cities platform built on top of a microservices architecture.

Microservices, Backend



LANGUAGES

Portuguese

Native Speaker

English

Proficient