Dylan Jefferson M. G. Guedes

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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 Apache Spark to increase data processing usability to end users. The backend **is written in Elixir language** and has a frontend written with EmberJS framework. Thesis title: *Distributed Processing Integration in a Smart Cities Platform.*

***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: Software Engineer Practices, Data Intensive Applications, Systems Architecture
Technologies: Apache Spark, Python, Elixir and Erlang

EMPLOYMENT

***Software Engineer*, Wildlife Studios** **Aug 2019 — Present**

tools development, ads monetization, Objective-C

Experiences:

- At Wildlife, I'm a software engineer from the tools team. Our team writes tools that are used by our mobile games, and there I was focused on our advertisement libs, responsible for allowing our games to show ads in the best possible way. The main languages that I use there are Objective-C and Java (to work with the ads libraries), and Scala/Apache Spark to query our data to get insights.

PROJECTS

Apache Spark *Personal* **Jan 2018 — Jul 2018**

distributed processing

Contributed to Apache Spark, an open source data processing engine. My main contributions were the addition of the `arrays_zip` function to SparkSQL, now available on 2.4.0, and the migration of several tests from PostgreSQL to SparkSQL. My contributions are available **here**.

Strife of Mythology *Personal - Academic, FGA/UnB* **Mar 2016 — Aug 2016**

SDL2, C++

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**

Erlang, Distributed Processing

Contributed to InterSCSimulator, a smart cities simulator model built on top of **SimDiasca**, a general purpose large scaling simulator, both written in Erlang. Using both, I ran a distributed experiment that simulated 100k+ vehicles in a São Paulo scenario in a cluster with 10+ nodes.

InterSCity *Academic, IME/USP* **Aug 2017 — Jul 2019**

Microservices, Backend

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

LANGUAGES

Portuguese
Native Speaker

English
Proficient