

Dylan Jefferson M. G. Guedes

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



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: Systems Architecture, Backend Applications, Data Intensive Applications

Technologies: Apache Spark, Python, Elixir and Erlang



EMPLOYMENT

Backend Developer, LAPPIS

Experiences:

Dec 2014 — Jul 2017

Backend, free software



PROJECTS

Apache Spark *Personal*

Contributed to Apache Spark, an open source data processing engine. My main contribution was the addition of the `arrays_zip` function to SparkSQL, now available on 2.4.0. My contributions are available [here](#).

Jan 2018 — Jul 2018
free software, big data processing

Strife of Mythology *Personal - Academic, FGA/UnB*

Main developer of Strife of Mythology, a mythologic theme tower defense in which the player have to prevent monsters waves from reaching a special flag. Although it is a 2D game, the player has a isometric vision. The game is written in C++ and SDL2 and uses a game engine that I also contributed to.

Mar 2016 — Aug 2016

SDL2, C++

InterSCSimulator *Academic, IME/USP*

Contributed to InterSCSimulator, a smart cities simulator model built 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.

Aug 2018 — Jul 2019

Erlang, Distributed Processing

InterSCity *Academic, IME/USP*

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

Aug 2017 — Jul 2019

Microservices, Backend

Noosfero *LAPPIS - Academic, FGA/UnB*

Contributed to Noosfero, a Social Network written with Ruby on Rails

Dec 2014 — Mar 2016

Ruby on Rails, social network

Mezuro *LAPPIS - Academic, FGA/UnB*

Contributed to Mezuro, a metrics collector platform written in Ruby on Rails

Aug 2016 — Dec 2016

Ruby on Rails, metrics



LANGUAGES

Portuguese

Native Speaker

English

Proficient