

Dylan Jefferson M. G. Guedes

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EDUCATION

Masters in Computer Science, IME/USP

Aug 2017 — Present | Ends at July, 2019.

The topic of my masters is big data data processing in smart cities platforms. More specifically, I am architecting and writting a Big Data middleware between smart cities platforms and Big Data tools to increase data processing usability to end users.

Bachelor in Software Engineering, FGA/UnB

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 activities were related to web backend working with frameworks such as Ruby on Rails, Django, Databases, and Elixir, I have also worked with web frontend (EmberJS), game development (SDL2), and DevOps (Docker and scripting in general).



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*

Jan 2018 — Jul 2018

Contributed to Apache Spark, a data processing engine. My main free software, big data processing contribution was the addition of the `zip_array` function to SparkSQL, now available at Apache Spark 2.4.0. My contributions are available [here](#).

InterSCSimulator *University*

Aug 2018 — Jul 2019

Contributed to InterSCSimulator, a smart cities simulator model built Erlang, Distributed Processing 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 *University*

Aug 2017 — Jul 2019

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

Microservices, Backend

Strife of Mythology *Personal / University*

Mar 2016 — Aug 2016

Main developer of Strife of Mythology, a 2D Isometric Tower Defense written in C++ and SDL2.

SDL2, C++, Tower Defense

Noosfero *LAPPIS*

Dec 2014 — Mar 2016

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

Ruby on Rails, social network

Mezuro *LAPPIS*

Aug 2016 — Dec 2016

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

Ruby on Rails, metrics



LANGUAGES

Portuguese

Native Speaker

English

Proficient