

# 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 processing in smart cities platforms. More specifically, I am architecting and writing 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, 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 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 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