

# 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 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

### **Junior Developer/Internship, LAPPIS - UnB/FGA**

Dec 2014 — Mar 2017

Experiences:

Backend, free software

- Contributed with **Noosfero**, a social network written in Ruby on Rails.
- Contributed with **Mezuro**
- Maintained **FGA/UnB website**, built with Noosfero.



## PROJECTS

### **Apache Spark** *Personal*

Jan 2018 — Jul 2018

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](#). big data

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

Mar 2016 — Aug 2016

Main 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

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. Erlang, Distributed Processing

### **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