Eduardo Faccin Vernier

Bachelor in Computer Science

PROFESSIONAL EXPERIENCE

SAP Labs Latin America, São Leopoldo — Intern Developer in the Innovation Division

January 2014 - March 2014

Development of a web prototype for the management of Randon's Testing Facilities using the SAPUI5 framework.

EDUCATION

Universidade Federal do Rio Grande do Sul, Porto Alegre — Computer Science Bachelor Degree

March 2012 - Present

Rijksuniversiteit Groningen, Groningen, Netherlands — Branetec Exchange Program

August 2015 - July 2016

ACADEMIC PROJECTS

Student Researcher and Developer, Scientific Visualization and Computer Graphics Group — Rijksuniversiteit Groningen

November 2015 - Present

Development of visualization techniques for multitemporal and high dimensional datasets applied to the understanding of software quality metrics evolution in open-source projects.

Student Researcher and Developer, Laboratório de Modelagem de Bacias — *UFRGS*

May 2014 - December 2014

Development of methodologies and tools for the forecast and response to natural catastrophes in collaboration with the Geodesy and Applied Informatics Departments, IEEE Special Interest Group on Humanitarian Technology and Defesa Civil RS. Focus on image processing and high definition large area mosaicing using aerial photography, C++ and MATLAB.

Instructor and Developer, PET Computação Group — *UFRGS*

October 2012 - January 2014

Instructor on multiple editions of Arduino and C Language courses, collaboration on the development of a Rubik's Cube solver robot. Initial contact with Artificial Intelligence and Android Programming.

Kornoeljestraat 2 H12, 9741JB Groningen, Netherlands 31. 0622730028 efvernier@gmail.com

SKILLS

Fluent in C, C++, Python, Javascript e Matlab.

Experience with Arduino, electronics and robotics projects.

Academic experience with Quality Control, Tests and Software Maintenance.

Experience with design, construction, programming and flight of Unmanned Aircraft.

LANGUAGES

Portuguese - Native English - Fluent Spanish - Basic