



Giovanni Pimenta

I'm a recently graduated Computer Engineer that loves trying and learning new things.

Passionate about Python, R and C#, travelling, cooking, meeting people, movies and games.

About Me

Giovanni Pimenta Ribeiro

23 years old

Single

Fluent in English

Contact

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Software Developer // Data Science
Python // R // Shiny // C# // JS

Experience

4Intelligence

Developer/Tester - Internship

Fev 2019 until Jul 2019

Development and management of crawlers focused on websites that contains public informations in order to create a tidy dataset that later would be part of a business model.

I also did a lot of tests in a platform created to be used by clients and developers but I wasn't part of the development of such platform.

The language I worked with was Python.

4Intelligence

Developer/Tester - Internship

Fev 2018 until Jul 2018

Upgrade of a R package together with members of the Brazilian Jurimetrics Association called "abjutils". Most of the work done in regex, a few misconstruted functions and a lot of PDF.

The language I worked with was R. During this period of internship I also learned a little of RShiny.

Inatel - Gamelab

Developer/Tester - Internship

Fev 2017 until Dez 2017

During the first semester of the year I was a game developer using Unity 3D and also built an 8 hours lesson material - which were applied in the second semester.

During the whole year one of my tasks was to take care of the lab regarding its properties

Education

Inatel

2/2014 - 1/2019

Bachelor of Engineering (BE) in Computer Science

Waterford Institute of Technology

2018/2

Exchange in Computer Science (BE), in Ireland