

Guilherme Afonso

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EDUCATION

Universidade Federal de Pernambuco (UFPE), Recife, Brazil
Bachelor of Computer Science

Expected to finish in December 2023

WORK EXPERIENCE

Cin/Motorola Project | October 2020 – Present
Software Engineer Intern

Recife, Brazil

- Working in the test automation and audio quality research team, responsible for the development of a python tool that aims to run automatic tests to analyze audio quality using Ui Automator libraries and Visqol.

STI - UFPE | October 2019 – September 2020
Service and user support intern

Recife, Brazil

- Working in the development and innovation team, responsible for creating and developing browser extensions using Javascript to assist the service team and a Chatbot using DialogFlow and express to improve customer service.

PROJECTS

Assiste Comigo | April 2020 - present
Founder, Project Manager and Developer

Recife, Brazil

- Created an extension for browsers, currently with more than 30 active users since its launch in February 2021, it is possible to create sessions and connect to existing ones so that users can synchronize the playback in real time while watching video content in several streaming platforms.
- Developed using the Chrome web extension APIs in javascript, pure HTML and CSS interface, and Express and WebSockets in NodeJS on the server side for session management.

Nísia | August 2019
Developer

Natal, Brazil

- 1st place with an honorable mention in a hackathon promoted during Campus Party Natal 2019, it was a citizen service system, through WhatsApp, which simplifies the legal language and automatically forwards the demands to the respective responsible sectors using natural language processing.
- Developed in typescript using the DialogFlow API, Whatsapp API, Angular and Express.

MarquinhosBOT | April 2020 - Present
Developer

Recife, Brazil

- Discord bot that manages positions, text and audio channels, plays YouTube media through the audio interface and has debugging support directly on the text channels on a server with more than 60 people.
- Developed in javascript using DiscordJS and YTDL libraries and uses Heroku for CI/CD.

Dikastis | May 2021 - Present
Developer

Recife, Brazil

- Online judge platform, created to help teachers to track students' problem-solving skills. The platform has personalized problems and tasks to match students' learning strategies and give live feedback of their code solutions and hints to improve in case it's not accepted.
- Back-end API based on microservices developed in Java using Micronaut.

ACADEMIC EXPERIENCE

Introduction to Programming | January 2019 - present
Teaching Assistant

Recife, Brazil

- Providing additional lectures for over 100 bachelor students of Computer Science at UFPE, guiding them through the process of learning Python, Java and Object-Oriented Programming.

AWARDS

- 1st place in hackathon Justiça na Palma da Mão - Campus Party Natal 2019** | August 2019
- Silver medal at the OBMEP - Brazilian public School Math Olympics** | 2008 - 2012

SKILLS

Python, JavaScript, Java, Typescript, Android, C++, Express, HTML, CSS, Angular, Git, Docker, SQLite, SpringBoot, PostgreSQL, MySQL, MongoDB, Google Cloud Platform, Heroku CLI.

LANGUAGES

Portuguese - Native
English - Advanced