

Ian De Holanda Cavalcanti Bezerra

Applied Mathematics and Computer Science Student

idhcb.ian@usp.br

Profile

I'm an Applied Math and Computer Science Student at ICMC USP. I am truly passionate about working on hard problems and building the future. In university, I developed a keen interest in AI and computer science. Mainly, the use of smarter systems to push the frontier of human knowledge greatly interests me! I'm a firm believer in efficiency and simplicity; fast execution and iterative improvements can achieve great things.

Since childhood, I've been fascinated by science and technology. In middle school, I created the Pong game using Scratch, and in high school, I delved deeper into computers and systems, learning Python and Linux. Recognizing the fundamental importance of mathemat-

ics in understanding reality and intelligent systems, I chose to pursue Applied Mathematics and Computer Science at the University of São Paulo.

At university, I've expanded my knowledge of data structures, algorithms, and lower-level programming systems like C and Assembly. My side projects explore artificial intelligence and modern Neural Network architectures. Recently, I've become interested in the commercial aspects of programming, learning web technologies like HTML/CSS/JavaScript and frameworks such as Node.js and React to turn intelligent systems and algorithms into products.

Education

- **Colégio Bandeirantes - São Paulo**
 - Graduated: 2021
- **Bachelor's in Applied Mathematics and Computer Science**
 - University of São Paulo (USP), São Carlos
 - Expected Graduation: 2026

Skills

- Programming Languages (Proficient): Python, C
- Programming Languages (Basic): Assembly, Rust
- Web Development: HTML, CSS, JavaScript, React, Node.js
- Data Analysis: MATLAB
- Python Libraries: PyTorch, Numpy, Matplotlib
- Version Control: Git

Projects and Experiences

- Is Part of the coding extension group CodeLab
- Machine learning model for molecule classification

Languages

- Portuguese (Native)
- English (Fluent)