

Ian De Holanda Cavalcanti Bezerra

Applied Mathematics and Computer Science Student

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Profile

I'm an Applied Math and Computer Science Student at ICMC USP. I am 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 mathematics 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, D3.js
- Data Analysis: MATLAB, SQL
- Python Libraries: PyTorch, Numpy, Matplotlib, Pandas, Multiprocessing
- Infrastructure: AWS (EC2, Amplify, S3, APIGateway), Docker, Git
- Linux (Highly proficient)
- Math background: Numerical Analysis, Probability, and Optimization.

Projects and Experiences

- Member of the coding extension group CodeLab
- Developed a PyTorch AI for organic molecule classification
- University of São Paulo: Scientific Initiation Project on graph visualization of Neural Network embeddings and semi-supervised learning with Graph Convolutional Networks.
- BrickLugo: Developed an Airbnb pricing model and the Startup's website (Frontend and Backend).
- Personal website with portfolio and side projects: iansmainframe.com

Languages

- Portuguese (Native)
- English (Fluent)