



Luís Henrique das Neves Hansen

luís.hansen@alumni.usp.br | Github: [LuisHansen](#) | Phone: +55 11 941237636

Academic Formation

COMPUTER ENGINEERING

ESCOLA POLITÉCNICA DA USP (POLI) | Graduation: Dec/2018

Technical Knowledge

I have advanced knowledge in C (6 years), JavaScript (5 years), Java (5 years), and have experience with Python (2 years) and PHP (2 years). I also know Assembly (and machine code). I've worked with different frameworks and languages for the web, like Python (with Django), NodeJS and Meteor with JavaScript, different architectures, like MVC and Flux, different technologies, APIs, databases, front-end concepts and libraries (React included), etc. Besides web development, I've always liked computer arts, so I've used Photoshop, Premiere, Fireworks, Blender, AutoCAD, and even Flash (great times those early 2000s...). I've also made a couple games, but most of them, being Flash-based, have vanished. There's a recent browser-based one at my Github page.

Work Experience

05/2016 – 09/2016: INTERN @ SCIERE TECNOLOGIAS EDUCACIONAIS

In my first internship module, I decided to acquire some knowledge in a small company. They develop web-based software for online courses. I coordinated and developed a project for a Master course at Harvard Medical School. In 4 months, I've learned the basics of PHP, JavaScript, Python for web, web application architectures and a lot more. By myself, I designed a new Python online classes platform (to replace the old PHP one) and coordinated its development.

01/2017 – TODAY: INTERN -> INOVATION ENGINEER @ CERTSYS

That was my second internship. Coming from a small 30 employees company to a 100+ employees one, this changed the way I work. During my time at Certsys, I've worked with web development using React and Express, developed many chatbots using Watson and Rasa, built solutions using artificial intelligence for some of Brazil's biggest companies and, latter, as an *innovation engineer*, researched new markets and developed new products.

What I like to do

I've made an 8bit open-source videogame console with some classmates that will become an extension group at the university. Last year I made an Arduino-controlled wooden robotic arm (that looks like Glados) and a browser game (the one at my Github page). During my academic life, I won a couple medals at the Astronomy Olympiad, and made a 4-year mechanical technical course.

Since I was a little kid, I'm connected to engineering and computers. Even though there have never been any engineers in the family, I always said I wanted to be "an inventor" – and engineering certainly allows me to. Back in 2008 when I discovered some open-source projects, I got hyped with touchscreen technology and made my own "touchscreen" using a cardbox and

a webcam. In 2011 I was hyped by augmented reality tech, and made my own experiments with it.

I like reading tech blogs, like Signal v. Noise, historical-fantasies like Ken Follett's books, playing the guitar and playing some videogames.

Recently drove my friends mad with some Chrome extensions I made.