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# Tiago Justino

Bachelor in Computer Science from the State University of Ceará, now pursuing a MS degree in Human Computer Interaction at Rochester Institute of Technology. Recently intern at Hewlett Packard, working on Grommet, an open source UX framework for enterprise applications. Has HCI, Mobile and Embedded Systems, and Software Engineering as the main fields of interest. An easy going person who always enjoys learning about new subjects.

## Education

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|---|---|---|
| Jun 2016 | **MS in HCI**, *Rochester Institute of Technology*, United States | GPA: 3.88. |
| Sep 2012 | **BS in Computer Science**, *State University of Ceará*, Brazil. | |

## Skills

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|---|---|---|---|
| Programming | C, C++, Java, JavaScript, Ruby, Shell | Markup | LaTeX, HTML |
| OS | Linux, Windows, Android | SCM | Git, SVN |
| Methodologies | Scrum | | |

## Languages

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|---|---|---|---|
| English | Fluent | Portuguese | Native |

## Professional Experience

**2015 - 2015**   **UX Designer Intern**, *Hewlett Packard.*
I worked on Grommet (`grommet.io`), creating and modifying UI components to ensure the framework is accessible, following the WCAG 2.0 standards.

**2012 - 2013**   **Software Engineer**, *CPQT / FCPC.*
I worked both in a Ruby on Rails server and an Android application. The two applications communicate so the devices are managed automatically. The system is called "Avatar" and its purpose is to alleviate the burden to manage multiple devices by taking advantage of the cloud instead of using a traditional ad-hoc decentralized approach.

**2011 - 2012**   **Software Developer**, *CPQT / FCPC.*
Bug fixing intelligent telephonic terminal firmware using the C programming language; Addition of new features to a product licensing management software using the Java programming language and the Struts framework;

**2010 - 2011**   **Software Engineer**, *CPQT / FCPC.*
Development of a Software for Palm WebOS using HTML and Javascript;

**2009 - 2010**   **Software Engineer**, *Instituto Atlântico.*
Development of a embedded software in a Digital TV.

**2007 - 2009**   **Software Engineer and Project Manager**, *Freelancer.*
Development of free software "Luz do Saber" for adult literacy for the Secretary of Basic Education of Ceará - SEDUC, using the C programming language and the SDL library.

## Research Experience

**2014 - 2014**   **Research Assistant**, *FETLab - Rochester Institute of Technology, USA.*
State of the art review of the usage of digital fabrication technology, such as 3D printing and CNC, for the purpose of designing new ways of interaction for non-expert users.

**2013 - 2014**   **Research Assistant**, *CLOUDS Lab - University of Melbourne, Australia.*
Research and Development of an Android integration for Aneka, a Platform-as-a-Service solution for developing cloud applications. Development of a library allowing Android to send tasks to execute on an Aneka infrastructure.

## Publications

T. Justino and R. Buyya. Outsourcing Resource-Intensive Tasks from Mobile Apps to Clouds: Android and Aneka Integration. 3rd International Conference on Cloud Computing for Emerging Markets (CCEM 2014, IEEE Press, USA)