Vanderson Santos

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ABOUT MYSELF

I am software Engineer from Brazil. I really enjoy working with software and firmware development and I have been studying these two field in the last 5 years. Outside work, I like researching robotics topics or reading some interesting book.

EDUCATION AND TRAINING

Electrical and Computer Engineering

RWTH Aachen University [1 Oct 2023 – 12 Sep 2024]

City: Aachen | **Country:** Germany | **Website:** https://www.rwth-aachen.de/go/id/a/?lidx=1 | **Level in EQF:** EQF level 7

Electrical and Computer Engineering

USP – Universidade de São Paulo [1 Mar 2019 – 24 Feb 2025]

City: São Paulo | **Country:** Brazil | **Website:** https://www5.usp.br | **Level in EQF:** EQF level 6 | **Thesis:** Embedded systems simulator for robotics applications

WORK EXPERIENCE

🏢 *ACCURE Battery Intelligence* – Aachen, Germany

City: Aachen | **Country:** Germany | **Website:** https://www.accure.net | **Business/sector:** Electricity, gas, steam and air conditioning supply

Software Engineer Analyst

[1 Apr 2024 – 31 Mar 2025]

- Data onboarding team
- Responsibilities: Support Data Onboarding team in developing new features, data analisys, ETL pipelines and creating automation tools.
- Skills and Technologies: development (Python, Bash), tests (tdd, pytest, unit test, integrations test, e2e tests), infrastructure (Databases, Cloud Providers, Helm, docker), Data Engineering (Data Lake, ETL)

🏢 *Shaw and Partners* – Remote, United States

City: Remote | **Country:** United States | **Website:** https://shawandpartners.com | **Email:** hello@shawandpartners.com | **Business/sector:** Information and communication

DevOps Engineer

[16 Aug 2023 – 12 Feb 2024]

- Devops Engineer in cloud Infrastructure team
- Responsibilities: CI/CD, Cloud management and Cost Control, Cloud infrastructure development, DNS management, Applications monitoring and optimization.
- Skills and Technologies: Automation (Github Actions, Bash, Python), Databases (Postgresql, Redis), Cloud (AWS), Containers and Orchestration (Docker, K8s, Helm, Istio), DNS (Route53, SSL) and IaC (Terraforms)

🏢 *Enline Energy Solutions* – São Paulo, Brazil

City: São Paulo | **Country:** Brazil | **Website:** https://www.enline.energy | **Email:** info@enline-transmission.com | **Name of unit/department:** IT and Development Team

Software Developer

[1 Apr 2023 – 31 Aug 2023]

- Full Stack developer in IT and Development Team (40 hours/week)
- Responsibilities: Development, testing, code review and deployment
- Skills and Technologies: Backend (Python, TypeScript, NEST.js), testing (Pytest), Vulnerability analysis (SAST/DAST), database (MongoDb, Postgresql), AWS (EC2, S3, lambdas)

🏢 *Enline Energy Solutions* – São Paulo, Brazil

City: São Paulo | **Country:** Brazil | **Website:** https://www.enline.energy | **Email:** info@enline-transmission.com | **Name of unit/department:** IT and Development Team

Software Engineer Intern

[1 Mar 2022 – 31 Mar 2023]

- Intern in IT and Development Team (20 hours/week)
- Responsibilities: development, documentation, code review
- Skills and Technologies: Frontend (JavaScript, TypeScript, NEXT.js), Backend (Python, TypeScript, NEST.js, REST API), Power Systems (Python, NumPy, SciPy, Sklearn), AWS (EC2, ECS, CI/CD, lambdas), Virtualization (Docker, Docker Compose) and database (MongoDb)

🏢 *ThundeRatz - Robotics Team* – São Paulo, Brazil

City: São Paulo | **Country:** Brazil | **Website:** https://thunderatz.org | **Email:** contato@thunderatz.org | **Name of unit/department:** Electrical and Computer area - **Business/sector:** Other service activities

Computer Area Captain

[1 Feb 2022 – 31 Mar 2023]

- Embedded system team
- Responsibilities: General responsible for the computer area team, maintenance of cloud services and team coordination
- Skills and Technologies: Work organization (Scrum), Front-End (React, Python, Figma), People management and DNS services (Cloudflare, AWS)

🏢 *ThundeRatz - Robotics Team* – São Paulo, Brazil

City: São Paulo | **Country:** Brazil | **Website:** https://thunderatz.org | **Email:** contato@thunderatz.org | **Name of unit/department:** Electrical and Computer area

Embedded Systems Developer

[19 Oct 2020 – 31 Jul 2023]

- Embedded system team
- Responsibilities: Embedded system Development, Eletronic design, Android app made for robot control
- Skills and Technologies: Mobile (JavaScript, React Native), Hardware (Altium Designer, multisim), Firmware (C, Stm32), Software (Python, C++, ROS), Simulation (Gazebo), code menagement and review (git, github)

🏢 *Universidade de São Paulo* – São Paulo, Brazil

City: São Paulo | **Country:** Brazil

Research Assistant

[1 Sep 2020 – Sep 2021]

- Research on mobile robotics in hospitals (20 hours/week)
- Responsibilities: conducting research, documentation, sharing knowledge, developing electronic products for hospital use, reviewing printed circuit boards
- Skills and Technologies: documentation (LaTeX), prediction and mobile robotics algorithms (Python, Numpy and sklearn), ROS (Python and C++) and hardware (Altium Design, Arduino and Multisim)

🏛 *Rheinisch-Westfälische Technische Hochschule Aachen (RWTH)* – Aachen, Germany

City: Aachen | **Country:** Germany | **Website:** https://www.embedded.rwth-aachen.de/go/id/bfjyva/?lidx=1 | **Name of unit/department:** Embedded system

Student Assistant

[1 Mar 2024 – 31 Oct 2024]

- CPM remote team on CPM Lab.
- Responsibilities: Take care of the front-end and back-end of the laboratory websites and help professors with robot dynamic research.
- Skills and Technologies: web development (Javascript, html/css, Java, Docker), Robot software (Java, C++).

SKILLS

Technical

Python / Javascript, TypeScript / Git and GitHub / C++ / C programming language / Java / SQL / MySQL / Docker / MongoDB / Platform : AWS Cloud / Software testing / DNS / Microservices / Github actions / Linux / PostgreSQL

LANGUAGE SKILLS

Mother tongue(s): Portuguese

Other language(s):

English
LISTENING C2 **READING** C2 **WRITING** C2
SPOKEN PRODUCTION C2 **SPOKEN INTERACTION** C2

German
LISTENING A2 **READING** A2 **WRITING** A2
SPOKEN PRODUCTION A1 **SPOKEN INTERACTION** A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

PROJECTS

[12 Jun 2023 – 4 Aug 2023]
Hopper Island
- Unreal Game Engine with C++
- 1 month and 14 days project of one open world game based in The Legend of Zelda: Tears of the Kingdom

Link: https://github.com/VanderSant/PCS3539-ComputacaoGrafica

[16 Feb 2023 – 19 Apr 2023]
Internship Platform
- React with TypeScript, Django with Python, MongoDb database and AWS (CloudFront, EC2 and Amplify).
- Login page, Google authentication, different types of CRUDs

Link: https://github.com/orgs/EstagioHoje/repositories

[4 May 2023 – Current]
Sofia
- Project to enable simulation of robot without a physical hardware
- Bachelor thesis project, the overall project involves C/C++ and hardware development and robotic development tools

Link: https://qemu-gazebo-sim.github.io