




# ANDRÉ FERNANDES

Software Developer

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## EXPERIENCE

- 2023 – Today **Software Developer** **Laboratório de Vibrações e Acústica (LVA) - UFSC**  
Development of engineering softwares for simulation of acoustic pulsation in process unit pipelines. Project developed in partnership with Petrobras.  
Python / Git / PyQt / VTK / Matplotlib
- 2023 – Today **Scientific initiation fellow** **Embedded Computing Lab (ECL) - UFSC**  
Volunteer  
Development of algorithms to solve the target rate problem in light fields coded by the 4D Transform Mode according to the JPEG Pleno standard.  
Python / Git / PyQt / VTK / Matplotlib
- 2022 – 2023 **Backend Developer Trainee** **Cognyte**  
part time  
Development of Rest API's to integrate microservices, updating of legacy code-bases to modern C++ and bug fixing.  
C++ / Python / Git / Docker / Boost
- 2019 – 2022 **Python Developer** **Laboratório de Vibrações e Acústica (LVA) - UFSC**  
part time  
Development of engineering softwares for simulation of acoustic pulsation in process unit pipelines. Project developed in partnership with Petrobras.  
Python / Git / PyQt / VTK / Matplotlib
- 2017 – 2018 **Administrative Assistant** **NSC TV**  
part time  
NSC TV is a corporation affiliated to Globo, the biggest broadcasting corporation in Brazil. NSC TV covers the state of Santa Catarina.

## EDUCATION

- 2019 – 2024 **Bachelor in Computer Science**  
**Universidade Federal de Santa Catarina - UFSC**  
Method to solve the target rate problem in Light Fields encoding according to JPEG Pleno Part 2 - 4DTM standard.

## LANGUAGES

**Portuguese** - Native  
**English** - Fluent

## TECHNOLOGIES

Python  
C++  
Javascript  
Rust  
Git  
Docker

## TOPICS OF INTEREST

Data Encoding  
Computer Graphics  
Physics Simulation  
Formal Languages  
Open Source