ANDRÉ FERNANDES

Software Developer

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EXPERIENCE

2023 – Today

Software Developer — **Laboratório de Vibrações e Acústica (LVA) - UFSC**

Desenvolvimento de softwares de engenharia para simulação de pulsação acusticamente induzida em tubulações para Petrobrás utilizando Python.

`Python / Git / PyQt / VTK / Matplotlib`

2023 – Today
Volunteer

Scientific initiation fellow — **Embedded Computing Lab (ECL) - UFSC**

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
part time

Backend Developer Trainee — **Cognyte**

Development of Rest API's to integrate microservices, updating of legacy codebases to modern C++ and bug fixing.

`C++ / Python / Git / Docker / Boost`

2019 – 2022
part time

Python Developer — **Laboratório de Vibrações e Acústica (LVA) - UFSC**

Development of enginering softwares for simulation of acoustic pulsation in process unit pipelines. Project developed in partnership with Petrobras.

`Python / Git / PyQt / VTK / Matplotlib`

2017 – 2018
part time

Adiministrative Assistant — **NSC TV**

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
Phisics Simulation
Formal Languages
Open Source