ARTUR HENRIQUE G. C. ALVES

My love for tech is only rivaled by my love for learning.

I firmly believe that learning is one of the most important and enjoyable things we can do in life, and that is something I follow in every major decision. My learning steps in programming, game development and data science have brought me not only knowledge but also the understanding that such knowledge is infinitely more powerful when it has real effects. That is why I am pushing for new experiences: to be able to use what I know and to learn even more, but with meaning. ▪

ABOUT ME

Artur Henrique Gonçalves Coutinho Alves

24 years old

Single

Fluent in English

github.com/arturhgca

linkedin.com/in/ahgcalves

lattes.cnpq.br/2702249466286350

CONTACT

arturhgca@**gmail**.com

SOFTWARE DEVELOPER • DATA SCIENTIST
PYTHON • C# • R • JAVA • MACHINE LEARNING
MASTER'S DEGREE IN COMPUTER SCIENCE • COMPUTER ENGINEERING

EXPERIENCE

MSc Scholarship Student
CAPES - Coordination for the Improvement of Higher Education Personnel
04/2016 to 02/2017
São José dos Campos - SP - Brazil

Python • R • machine learning • symbolic regression • predictive control

CAPES DS scholarship for my Master's Degree studies. During my course, I worked mainly on symbolic regression with a novel technique called Kaizen Programming. Other areas of study include hyper-heuristics, multiobjective optimization and model-based predictive control. I have also gained experience in statistical tools and general programming with Python and R.

The paper "Training a Multilayer Perceptron to predict a car speed in a simulator: Comparing RPROP, PSO, BFGS, and a memetic PSO-BFGS hybrid" was approved and presented at the 15th SBGames (Brazilian Symposium on Games and Digital Entertainment), held in São Paulo in 2016.

Gamelab Monitor
Inatel - National Telecommunications Institute
08/2012 to 05/2014
Santa Rita do Sapucaí - MG - Brazil

C# • Unity • XNA • Processing • Construct 2

Game development and computer graphics research. I developed projects in C# (Unity and XNA) and Processing, for desktop, web and Android. I also created an introductory course on Game Development using Construct 2, which yielded results that were compiled in a paper and presented at an international event.

Algorithms & Data Structures II Monitor
Inatel - National Telecommunications Institute
06/2011 to 06/2012
Santa Rita do Sapucaí - MG - Brazil

Data structures and dynamic memory allocation: pointers, stacks, queues, singly- and doubly-linked lists and trees. Binary search methods, binary trees and file access. Basic C++ and Linux commands and operation.

Marketing Trainee/Manager
CP2eJr. - Junior Company of Inatel
03/2010 to 12/2011
Santa Rita do Sapucaí - MG - Brazil

Web development with Joomla! CMS and ad art creation

EDUCATION

Master of Science (MSc) in Computer Science
Federal University of São Paulo
03/2015 to 04/2017
São José dos Campos - SP - Brazil

"Kaizen Programming for constructing interpretable models: a multiobjective approach for symbolic regression". Thesis successfully defended in 13/04/2017.

Bachelor of Engineering (BE) in Computer Science
Inatel - National Telecommunications Institute
02/2010 to 12/2014
Santa Rita do Sapucaí - MG - Brazil

Graduated with Honors (best student in class).

Course Conclusion Project: FEIJAO (Ferramenta Educacional Interativa para Jogos Acadêmicos Online, Interactive Educational Tool for Online Academic Games). This tool was developed in Java with JSF and PrimeFaces, using HTML5 tech. MySQL and Hibernate were used for persistence, while versioning was handled by SVN.

Technician in Telematics
Pandiá Calógeras Technical School
02/2007 to 12/2009
Volta Redonda - RJ - Brazil

Three times winner of Best Student in Class award. Course Conclusion Dissertation titled "Optical Networks".