ARTUR HENRIQUE G. C. ALVES

I'm a Software Engineer with a Master's degree focused on Computational Intelligence, growing experience in microservices architecture and development, and an unwavering passion for learning and transforming knowledge into results.

I'm currently applying this passion on designing and developing a cloud-based authentication solution, using mainly Java (Spring) and Python to deploy REST APIs on Amazon Web Services. ▪

ABOUT ME

Artur Henrique Gonçalves Coutinho Alves

25 years old

Single

Fluent in English

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CONTACT

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The most recent digital version of this resume can be found at github.com/arturhgca/cv or through the QR code above

SOFTWARE DEVELOPER • CLOUD • DATA
JAVA • SPRING • PYTHON • AWS • MICROSERVICES
MASTER'S DEGREE IN COMPUTER SCIENCE • COMPUTER ENGINEERING

EXPERIENCE

Software Development Engineer
WatchGuard Technologies Inc.
09/2017 - current
Santa Rita do Sapucaí - MG - Brazil
Java • Spring • microservices • REST APIs • SAML
AWS CloudFormation • AWS serverless computing
Development of a cloud-based authentication solution, offering multi-factor protection to multiple types of applications.

My contributions to this project consist mainly of:

- Research, architecture, and development of a SAML Identity Provider;
- Development, deployment, and maintenance of AWS Lambda functions in Python;
- Deployment and basic maintenance of various cloud services with CloudFormation;
- General contributions to and maintenance of a Java Spring-based microservices architecture.

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.

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).