## Antonio Guilherme Ferreira Viggiano

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## Education

General Engineering (Master's degree), École Centrale Marseille, Double Degree. 2011

Emphasis on Information Technology and Digital Society, GPA 3.9 out of 4 (top 5%)

2013

- · Eiffel Excellence Scholarship award by the French Ministry of Foreign and European Affairs.
- · President of the International Centrale Marseille students' association for 1 year, responsible for coordinating a group of more than 20 students in the reception and integration of exchange students
- · Led a group of 7 students in a one-year project to develop a real-time air quality monitoring platform using microcontrolleres and gas sensors
- · Participated in the organization of the "Traversée du Vieux Port 2012", an anual event held by the students consisting of teams building rudimentary boats to race against each other in the city's old harbor

2009 Mechatronics Engineering (Bachelor's degree), Escola Politécnica, Universidade de São Paulo. Ranked 2nd best student, ponderaded average 8.2 out of 10 (top 5%)

2014

- Thesis: Development of a recommender system for e-commerces
- · Numerical Calculus Teaching Assistant for 6 months, responsible for giving extra courses, correcting programming assignments and supervising exams
- · Numerical Calculus Tutor for 6 months, helping students with tests and programming exercises
- · Undergraduate Scientific Researcher in the Bioengieering Laboratory for 8 months, having developed a filter that separates images of ventilation and perfusion in electrical impedance tomography
- · Participated in the students' robotics team for 1 year, getting the second place in two national competitions

## Professional Experience

Nov 2014

Co-founder & Tech Lead, BelugaDB, Brazil.

Aug 2017

- BelugaDB is a big data platform that provides real-time insights through dashboards and alarms
- · Managed a group of 4 senior software engineers as the lead database developer
- Designed and developed most of the high-performance distributed columnar database, capable of processing terabytes of data in milliseconds and outperforming some of the industry's benchmarks
- · Participated in the main areas of the company, namely the data storage, data extraction and data visualization divisions, as well as in strategic meetings with senior management
- Took part in the hiring, onboarding and mentoring of new employees

Mar 2014 Software Engineer Intern, Revmob Mobile Ad Network, Brazil.

Out 2014

Revmob is one of the leading mobile ad networks when it comes to monetization of iOS & Android

- · Lead the integration team of 5 people which increased the revenue of publishers by 15% by partnering with demand-side platforms and adapting the company's software development kit to newer industry standards
- · Lead a task force of 3 people which reduced web fraud by 80% by analyzing suspicious traffic data from different sources and request patterns
- · Helped design and lead the onboarding process of the company by structuring programming crash courses, culture meetings and off-site activities with new hires
- · Helped restructure the company's security policies by adopting security best practices and guidelines
- · Top performer for over three months in a row, having received the largest sign-in bonus of all interns

## Additional Information

Languages Portuguese Native French Fluent (DALF C1) English Fluent (TOEFL 110/120) Spanish Intermediate Japanese Basic

Programming Proficient in C/C++, Node.js, Bash, Redis, MongoDB and AWS; good knowledge of React, Elixir, Docker and Elasticsearch; open source contributor and author of the redis-roaring compressed bitmap library, one of the top 10 most starred redis modules; developed a crowdsourcing app in the São Paulo Public Transportation Hackathon and got 2nd place among over 50 teams

Hobbies Guitar playing (member of a rock band, having played in many small concerts), traveling (studied in different cities in France for more than 2 years and visited over 20 countries in Europe, Africa, America and Asia); table tennis (participated in a state competition); e-learning (completed over 10 online courses in a wide range of subjects, from Philosophy to Quantum Physics)