Gustavo Brunoro

creative technologist

about

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Brazil

languages

Portuguese ●●●●●
English ●●●●●
French ●●●●●
Spanish ●●●●●
German ●●●●●
Mandarin ●●●●●

programming

Go ●●●●●
TypeScript ●●●●●
Ruby ●●●●●
Python ●●●●●
Objective-C ●●●●●
Elixir ●●●●●
Erlang ●●●●●
Java ●●●●●
SQL ●●●●●
PHP ●●●●●
Bash ●●●●●
C++ ●●●●●
C ●●●●●
Clojure ●●●●●
OCaml ●●●●●

tools

Linux ●●●●●
vim ●●●●●
CSS3&HTML5 ●●●●●
git ●●●●●
React ●●●●●
Docker ●●●●●
Kubernetes ●●●●●
iOS SDK ●●●●●
Rails ●●●●●
Qt ●●●●●
MySQL ●●●●●
PostgreSQL ●●●●●
LaTeX ●●●●●
OpenCV ●●●●●
Unity ●●●●●

interests

distributed systems, functional programming, generative art

education

2009→2013	**Bachelor's Degree** B.Sc. in Computer Science	Universidade Federal de Minas Gerais, Belo Horizonte, Brazil

work experience

2020.11→ — **Senior Backend Engineer** — X-Team, remote
Development of low-latency high-availability Go microservices at FOX

2020.05→11 — **Freelance Software Developer** — Devopness, remote
Development of a custom REST API generative test infrastructure for devopness, an application deployment and server management service.

2019.04→10 — **Freelance Backend Engineer** — Dapper Labs, remote
Backend development of Cheeze Wizards, a blockchain-based (Ethereum) game from the creators of CryptoKitties.

2017.04→2019.03 — **Senior Software Engineer** — PatronGG GmbH, Berlin, Germany
Full-stack development of Fnatic Nation and Kokyo. API server, social scrapers, web-based admin interface and cross-platform app development.

2016.06→2016.11 — **SDK Engineer** — Wooga GmbH, Berlin, Germany
Internal SDK development. iOS and Android libraries through Unity/Mono, plus native extensions for both operating systems. Custom test tooling for iOS.

2014.05→2016.06 — **Mobile Software Engineer** — Wooga GmbH, Berlin, Germany
iOS development as part of the Jelly Splash team, a match-3 puzzle game with 1.2 million daily active users worldwide.

2013.06→2013.09 — **Google Summer of Code Scholarship** — BEAM Foundation, remote
Development of a debugger for the Elixir language under the supervision of its creator, José Valim.

2012.10→2013.03 — **Software Engineer Intern** — Wooga GmbH, Berlin, Germany
Backend development of Pearl's Peril, a hidden object game.

2012.03→09 — **Software Engineer Intern** — Superficie.org, Belo Horizonte, Brazil
Full-stack development of bim.bon, a SketchUp BIM plugin with an updated database of more than 12.000 products on the brazilian market.

2012.01→03 — **InStep Intern** — Infosys, Bangalore, India
Development of data visualization tools over semantic databases as part of the InStep summer program.

2009→2011 — **Undergrad Research Assistant** — eSpeed labs DCC/UFMG, Belo Horizonte, Brazil
Research on evolutionary computing and text classification under the orientation of professor Gisele L. Pappa.

publications

2011 — **IEEE Congress on Evolutionary Computation** — New Orleans, United States
HCGA: A genetic algorithm for hierarchical classification. Carvalho, R.V., Brunoro, G. and Pappa, G.L.

awards

2011 — **SIGEVO Genetic and Evolutionary Computation Conference** — Dublin, Ireland
The Galapagos tool won the ACM GECCO Visualizing Evolution Contest.