

Gustavo Brunoro

creative technologist

about

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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 ●●●●●
L^AT_EX ●●●●●
OpenCV ●●●●●
Unity ●●●●●

interests

distributed systems, functional programming, generative art

education

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

work experience

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

2020.05→2020.11 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/UFGM, 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.