

# 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<sup>A</sup>T<sub>E</sub>X ●●●●●  
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→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.