Alvaro Luiz Martins Scheid

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31y · Brazilian · Single

ACADEMIC

Bachelor of Computer Science (General) – init 2014/2
Santa Catarina State University, UDESC

International Exchange Student – fall/17 | Field of studies: Computer Net, Operating Sys, OOP C++, Game Design, Artificial Intel
Algoma University, AU

WORK EXPERIENCE

01/2017 – 08/2017   **Teclógica**
                     Java Developer Internship

Responsibilities:
– Developing high-volume, low-latency application both international and national awarded software for Civil Construction management;
– Using JavaEE, Maven, Git, Eclipse IDE, PostgreSql data base, PrimefacesUI, HTML, Javascript and CSS;
– Writing well designed, testable and efficient code;
– Ensuring designs are in compliance with specifications to prepare and produce releases of the software;

10/2014 – 12/2016   **Zum Schlausch**
                     IT Technician

Responsibilities:
– Maitanance of computer clients, server, point-of-sales, computer networks;
– Setting up workstations with computer and required peripheral devices;
– Installing and configuring appropriate software and functions according to specifications;
– Training clients for using the required software.

03/2013 – 05/2014   **JL Audio**
                     Electronic Technician

Responsibilities:
– Designing, developing, testing, manufacturing, installing and repairing both analog and digital electronic equipment;
– Specialist at maitenance of tube analog amplifiers;
– Manufacturing of RGB/VGA cables, RJ45;

LANGUAGE SKILLS

English – CULTURA INGLESA. ADVANCED. 03/1997 – 27/06/2005. TOEFL/ITP CERTIFICATION.
French and Spanish –BASIC

RESEARCHS

SCHEID, A. *Distributed Denial of Service: Attacks and Defense Mechanisms.* (11/2017) **PDF**
SCHEID, A. *Combined use of Function Points Analysis and Use Case Points for Size Estimative.* (07/2017) **PDF**

SKILLS

- **OBJECT PROGRAMMING LANGUAGES: C++, JAVA SE & EE.**
- **WEB: HTML, JAVASCRIPT AND CSS.**
- **RELATIONAL DATABASES: POSTGRESQL AND MYSQL.**
- **DESIGN PATTERNS: MVC, SINGLETON, DATA ACCESS OBJECT, MULTILAYER, FACTORY.**
- **STRONG COMPUTER ARCHICTETURE AND HARDWARE FUNCTIONING KNOWLEDGE.**
- **FRAMEWORKS: MAVEN, SPRING MVC, PRIMEFACES, HIBERNATE, JBOSS, JFORGE.**
- **ARTIFICIAL INTELIGENCE ALGORIGHTMS AND IMPLEMENTATION.**
- **DATA STRUCTURES: QUEUES, BINARY TREE, LISTS, STACKS.**
- **SOLDERING PLUGS, JACKS, SMD COMPONENTS, MULTIMETER HANDLING AND ELECTRONIC LAWS.**
- **RHINOCERUS, EAGLE PCB AND PRINTED CIRCUIT BOARD DESIGN AND MANUFACTURING.**

COURSES

- Software Construction in JAVA – **MITx.** 01/2017
- Object Oriented Programming in JAVA – **UNIVERSITY OF CALIFORNIA, SAN DIEGO.** 36H. 11/07/2016 – 12/2016
- Responsive Website Basics: Code with HTML, CSS, and JavaScript - **UNIVERSITY OF LONDON & GOLDSMITHS.** 36H. 18/01/2016 – 22/02/2016.
- Responsive Web Development – **UNIVERSITY OF LONDON & GOLDSMITHS.** 36H.30/05/2016 – 15/06/2016.
- Agaility beyond Software Development. **UDESC.** 2H. 14/09/2015.
- Unmistifying the World with Lean Startup. **UDESC.** 2H. 16/09/2015.
- Games with Python. **UDESC.** 8H. 14/09/2015 – 16/09/2015.
- 3D Game Modeling with Blender. **UDESC.** 8H 15/09/2015 – 17/09/2015.
- Electronics Course. **UDESC/PET ENGENHARIA ELÉTRICA**. 60h 08/2004 – 10/2004.