






# EDUARDO PINHATA

## Software Developer

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 <https://github.com/edupinhata>

## WORK EXPERIENCE

### Associate Game Engineer

Wildlife Studios

 Aug 2020 - Jun 2022


 São Paulo, Brazil (Remote)


- Design, implement and test metagame business logic on game app and services, including the definition of API endpoints and their implementation, unit test and automated tests.
- Perform code review and design review of other peoples work.
- Settle overall software architecture of live game projects and new features.
- Ship new versions to production, supervise metrics and user feedback after the release.
- Estimate engineering-related tasks making assumptions about dependencies and risks clear, as well as plan releases and sprints.

Unity   C#   Javascript   NodeJs   Postgres   Git   Scrum  
Docker

### Software Developer

Thales

 Apr 2018 - Aug 2020


 São Bernardo do Campo, Brazil

- Work developing software for In-Flight Entertainment systems. Currently in a sustaining team that fix bugs and develop features for legacy systems. The development activities include: test driven development, version management using git, deployment of software releases, meeting with project managers to decide software architecture of new solutions.
- Work together with USA team to make the complete cycle of release to the legacy systems.
- Performed the role of Scrum Master in the team, managing the tasks work flow.

Python   C++   MariaDB   Bash   Linux   Git   Scrum

### Junior Software Developer

inQuesti


 Sep, 2015 - Oct, 2016


 São Paulo, Brasil

- Development of Android applications using cross platform development tool: Xamarin. Responsible to coordinate an intern in the development. Achievements: two Android Apps (one was launched in Google Store)

### Summer Research Assistant

St. Cloud State University


 May, 2015 - Aug, 2015

 St. Cloud, MN, EUA

- Development of a program in Java to analyze some of the University security logs.

### Business Intelligence Intern

inQuesti

 Mar, 2014 - Aug, 2014

 São Paulo, Brasil

- Business intelligence projects developer using the tool Qlikview. Developed the database, KPIs and dashboard layout for clients like Oki data and Ducatti.

## SKILLS

### Programming Language









These are the programming languages that I worked with during my career. In order of most used:

C#   Python   JavaScript   C++  
Shell Script   C   Perl

### Soft skills

Fluent English   Communication  
Teamwork   Collaboration  
Trustworthy   Research   Leadership

### Technologies

Algorithms and Data Structures , Object Orientation , Git , Docker 5, Relational Database , Solvers , Modeling , Functional Language , Data Mining .

### Operational Systems

Linux   MacOS   Windows

## COMPLEMENTARY COURSES

Docker Mastery: with Kubernetes +Swarm from a Docker Captain  
Udemy

 2022

 Online

Certificate link

## TUTOR

Mathematic Programming   Federal University of ABC

 2017

 Santo André, Brazil

Information Processing   Federal University of ABC

 2017

 Santo André, Brazil

Computational Basis   Federal University of ABC

 2017

 Santo André, Brazil

Mechanical Phenomenon   Federal University of ABC

 2017

 Santo André, Brazil

EDUCATION

Master in Computer Science

📅 Feb, 2016 – May, 2019

📍 Santo André, Brazil

Federal University of ABC

Research Area Combinatorial Optimization

Dissertation: "Algorithms to the parcel delivery problem aided by drones"

Bachelor in Computer Science

📅 Feb 2013 – Feb 2016

📍 Santo André, Brazil

Federal University of ABC

Course conclusion work: "Internal state evolution analysis of some symmetric cryptography constructions."

Undergrad in Information Systems

📅 2014 – 2015

📍 St. Cloud, MN, EUA

St. Cloud State University

Achievements: Academic Achievement - CPA Higher than 3.5

Bachelor in Science and Technology

📅 2008 – 2013

📍 Santo André,Brazil

Federal University of ABC

PUBLISHED PAPERS

- GHILARDI-LOPES, N. P. ; SILVA, L. ; BRAGA, J. C. ; FREITAS, S. R. ; RIBEIRO, T. ; SIMOES, E. ; PINHATA, E. . **Environmental education through an online game about global environmental changes and their effects on coastal and marine ecosystems..** In: XII Simpósio Brasileiro de Jogos e Entretenimento Digital (SBGames 2013), 2013, São Paulo. Proceedings of XII Simpósio Brasileiro de Jogos e Entretenimento Digital (SBGames 2013) - Trilha de Arte Design.. Porto Alegre: Sociedade Brasileira de Computação, 2013, 2013. p. 469-474.
- SILVA, L. ; BRAGA, J. C. ; GHILARDI-LOPES, N. P. ; PINHATA, E. ; SIMOES, E. ; RIBEIRO, T. ; RIBEIRO, E. Q. ; SHINOHARA, B. . **Educational Game on Global Environmental Changes: Collaborative Design using a Social Network.** In: XII Simpósio Brasileiro de Jogos e Entretenimento Digital (SBGames 2013), 2013, São Paulo. Proceedings of XII Simpósio Brasileiro de Jogos e Entretenimento Digital (SBGames 2013) - Trilha de Arte Design. Porto Alegre: Sociedade Brasileira de Computação, 2013. p. 520-523.