EDUARDO PINHATA

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Rua Cipriano Barata, 1742, Ipiranga, São Paulo, SP

Education

Universidade Federal do ABC (UFABC), Santo Andre, Brazil

Masters in Computer Science

Expected Graduation: December 2017

Universidade Federal do ABC (UFABC), Santo Andre, Brazil

Expected Graduation: May 2016

Bachelor in Computer Science

St Cloud State University (SCSU), St. Cloud, MN, USA **Information Systems**, Non-degree international student Brazil Scientific Mobility Program, fully-funded scholarship recipient

August 2014 - September 2015 **GPA: 3.66**

Universidade Federal do ABC (UFABC), Santo Andre, Brazil **Bachelor in Science and Technology**

Graduated: May 2013

Technical Skills

Programming Languages: Java, Python, C, C#, JavaScript, VBA, MySQL, Oracle, Latex, Matlab

Operating Systems: Linux, Mac OSX, Windows

Software: Xamarin, Qlikview, SAP, Microsoft Office and similar

Experience

System Developer, inQuesti, São Paulo, Brazil

Sep 2015 - Current

- Responsible for the design and development of a mobile and web product using: C# with Xamarin for mobile development, HTML, CSS and Javascript for web development and Python for server development.
- Use the agile method Scrum for the project management with the tool Jira.
- The project is not done yet. The mobile application will have the first version due April 15th.

Security Analyst, St Cloud State University, St Cloud, USA

May 2015 - Aug 2015

- Working with synchronization of all devices in the network running the program fail2ban, gathering all logs into one place, making it easier to analyze.
- Used multiple instances of FreeBSD OS to emulate an test environment which was composed of a mail server (RoundCube with apache), MySQL server and a web serve with security. The language used was Java.

Intern, inQuesti, São Paulo, Brazil

Mar 2014 - Jul 2014

- Developed Business Intelligence projects using Qlikview, participating in all steps of the project (requirement elicitation, costs evaluation, development, documentation, implementation and maintenance).
- Demonstrated ability to learn quickly the new software getting advanced knowledge in short time allowing independence in project's development.
- Coordinated and supervised other interns in projects or project's tasks.

Game Design, UFABC , Santo André, Brazil

Sep 2012 - Jul 2014

- Volunteer member of a game development staff, whose objective was to develop an educative game with a marine environmental theme.
- Participated in all the main steps of a game design: game design, level design, implementation in Game Maker
- Demonstrated capacity to work both independently and in a team environment.

Intern, BRF, São Paulo, Brazil

Aug 2011 - Aug 2012

- Designed, developed and implemented a Business Intelligence application on excel using VBA which was used as an alternative solution for the Business Objective that was not operating properly.
- Tested the results of the implementation of a new project to increase the customer satisfaction.
- Instructed new employees in the sector tasks and the sector's operation model.
- Designed and developed solutions to optimize the operations of the own sector and other sectors.