



# ÉVERTON M. VIEIRA

DYNAMIC SYSTEMS ENGINEER

ΕΠΙΜΕΛΗΣ ΦΙΛΟΣΟΦΟΣ

स्वर्ग दीक्षण

[emuvi.github.io](https://emuvi.github.io)

[emuvi@outlook.com.br](mailto:emuvi@outlook.com.br)



## Profile

I'm a [Dynamic Systems Engineer](#) with a [Philosophic Structured Thinking](#). Thus, I love to develop algorithms and data structures in the most diverse languages, from C to Web, and, likewise, I love to analyze the most diverse subjects, from concrete matters to abstract orientation. My interests are in the fields of [informatics](#) and [information, technology](#) and [epistemology, intelligence](#) and [wisdom](#).

## Skilled On

### *Project Treatment*

Proven ability to treat concrete and abstract problems of advanced engineer projects and lead a manifold of intellectual efforts on teams or on independent contexts in order for fulfillment.

### *Front-end*

Proven ability to treat a wide variety of interactive resources to fulfill a manifold of interface requirements through the paradigm of user experience with continuous feedback analysis.

### *Back-end*

Proven ability to treat a wide variety of information resources to fulfill a manifold of intelligence requirements through a rigorous and in-depth analysis of the dynamic systems involved.

## Experience

### ***Ernst & Young*** (Senior Consultant)

At EY, I received the first major responsibility of my career, working on what is probably the biggest software project in Brazil. I had the opportunity to work on some high-impact industrial systems with high expectations associated with them. As the most senior engineer on the team, I was regularly consulted by my colleagues to give them my opinion on technical difficulties. It has been a period of great professional growth, especially thanks to the high-level of corporate culture that I was able to integrate myself. Working on one of the largest consultancies in the world, I have been able to follow the development of some projects that are at the forefront of the industry.

### ***Pointel*** (Chief Technology Officer)

At Pointel, I was responsible to set up, develop and maintain the whole stack. Mostly in Typescript with Java and Rust on the back-end. We have two mid size clients that uses our solutions as their main business intelligence and operation software. To develop the Pointel stack was a big challenge to me. It defy my self professional perspectives and skills. In order to succeed I had to evolve the very core of my engineer talents. It was truly an amazing period of my life. When this stack was well established and I believed the most important lessons were learned, it was the time to seek for new endeavors.

---

### **IFSC** *(Administrative Technician in Education)*

---

The IFSC deserves a chapter, but let's settle on a description. The Federal Institute of Santa Catarina is a school and a university of excellence. The professional I meet and worked with it were of the higher kind. We develop solutions on the administrative and education environments. Working on the education department in many occasions I was asked upon to perform and deliver tasks typical of a data scientist. So, I've created innumerable algorithms and data structures to extract, transform and load information. Mostly in Python, but in Ruby also. Developing these solutions helped the institution, at least I like to believe, to maintain on the pace with it's high level of excellence.

### **CiaPorte** *(Senior Software Engineer)*

---

The CiaPorte was the first high level engineer job I had. There I helped to develop information resources and user interfaces on three main areas: administrative, educational and juridical. It was a place where I could develop with creativity the requirements we got from the clients. The team was well integrated and the leadership was stimulating. It were good times. My main recollection from this time is the system design made by the main engineer. It was an abstract register system composed with client by client derivation, all made on Delphi. I could not believe on the time it were possible to express this kind of intelligence in kind a antique language.

---

## **Education**

### **Udesc** *(Computer Science)*

---

So much I loved the Udesc. There, I learned a lot of what today gives me a solid foundation in computation. However, I did not complete this graduation because I chose to take a job opportunity. Some of the subjects I like to mention that I learned there: Differential and Integral Calculus, Linear Algebra, Statistics, Algorithms and Data Structures, Formal Languages and Machines, Programming Language I (C) and II (Java) and III (Haskell), General Systems Theory, Systems Analysis. As for these last two subjects, I need to mention professor Claudimir Selner, who, due to the various references presented and by his own, I keep to this day his guidance with esteem and respect.

### **Unisul** *(Technology Management)*

---

In the Unisul I finished and graduated on. Since the course was on-line it was much easier to reconcile with the work I always keep up. From the Unisul course I like to remember the administrative lessons on multiple technical matters. It was a good starting point with project management, entrepreneurship, and professional care of technical organizations. Since I was already mostly graduated on the Udesc, and have been working on the fields for many years, the technical matters were a breeze. Actually the sensation I recall from that times is the good feeling of having your technical skill validate and certificate by a valued professional.

### **Udemy** *(Broad Curriculum)*

---

The Udemy is a amazing platform and I like to keep track of what's on. I've made so many courses there that I don't even like to think of how much money I've already spent there. Of course, there always a promotion to help us addicted to knowledge, but still, it is a lot. Almost every topic I listed on the Treating section I have bought a course and spent some hours on it. In the future I can clearly seen myself giving some courses there. The best way to more profoundly learn is to teach.

---

### ***Formal Graduation***

---

[2015-03-18 - Unisul - Gestão da Tecnologia da Informação.pdf](#)  
[2015-03-18 - Unisul - Gestão da Tecnologia da Informação - Histórico.pdf](#)  
[2002-12-14 - Energia - Ensino Médio.pdf](#)  
[2002-12-14 - Energia - Ensino Médio - Histórico.pdf](#)  
[1998-12-13 - Visão - Ensino Fundamental.pdf](#)

### ***Administration, Communication and Education***

---

[2022-12-21 - Udemy - Active Listening - The Complete Guide.pdf](#)  
[2022-12-13 - EYU - Produtividade e Bem-estar.pdf](#)  
[2022-12-13 - EYU - Conexão & Confiança.pdf](#)  
[2022-12-13 - EYU - BEOFFICELESS.pdf](#)  
[2022-12-12 - Petrobras - LGPD na Prática.pdf](#)  
[2022-12-12 - Petrobras - Cuidado com as Mãos.pdf](#)  
[2022-12-12 - EYU - Liderança & Gestão a Distância.pdf](#)  
[2022-12-12 - EYU - Facilitação Remota.pdf](#)  
[2022-12-08 - EYU - Comunicação e Colaboração.pdf](#)  
[2022-12-07 - EYU - Montando seu escritório na nuvem.pdf](#)  
[2022-12-06 - EYU - Cultura Remote First.pdf](#)  
[2022-11-21 - EYU - Incident Reporting Americas.pdf](#)  
[2022-10-26 - Udemy - The Agile Samurai Bootcamp.pdf](#)  
[2022-10-26 - EYU - 2022 Annual Brazilian Law 12.846.pdf](#)  
[2022-10-25 - Udemy - Agile PM 102 - What Is The Future of Agile Project Mgmt.pdf](#)  
[2022-10-04 - EYU - Controle de Jornada de Trabalho.pdf](#)  
[2022-08-28 - Udemy - Jira Essentials ~ A complete Jira guide for beginners.pdf](#)  
[2022-08-25 - Udemy - Agile Fundamentals ~ Including Scrum and Kanban.pdf](#)  
[2022-08-24 - Udemy - Jira for Beginners ~ Detailed Course to Get Started in Jira.pdf](#)  
[2022-08-23 - EYU - Global Code of Conduct.pdf](#)  
[2022-08-22 - EYU - Independence Policy.pdf](#)  
[2022-05-24 - Udemy - Creative Problem Solving & Decision Making.pdf](#)  
[2022-05-01 - Udemy - Desenvolva a Voz com Técnica e Prática.pdf](#)  
[2022-04-21 - Udemy - Comunicação e Oratória.pdf](#)  
[2018-09-29 - INPI - Curso Geral de Propriedade Intelectual.pdf](#)  
[2017-12-06 - PEDU - Novas maneiras de ensinar, novas formas de aprender.pdf](#)  
[2017-01-17 - UniCesumar - Arbitragem e Administração de Conflito.pdf](#)  
[2015-05-29 - IFSC - Educação a Distância ~ Princípios e Orientações.pdf](#)  
[2014-04-10 - ENAP - Noções Gerais de Direitos Autorais.pdf](#)

## ***Systems Architecture and Development***

---

[2023-01-10 - Udemy - Using SOLID Principles to Write Better Code - A Crash Course.pdf](#)  
[2022-12-06 - Udemy - OpenAPI \(Swagger\) Specification for Software Developers.pdf](#)  
[2022-12-05 - Udemy - Authoring Elegant and Meaningful Agile User Stories.pdf](#)  
[2022-11-08 - Udemy - Jenkins ~ Beginner To Pro.pdf](#)  
[2022-10-06 - Udemy - Agile PM 101 ~ Learn the Truth About Agile versus Waterfall.pdf](#)  
[2022-08-29 - Udemy - Software Architecture & Design of Modern Large Scale Systems.pdf](#)  
[2022-05-21 - Udemy - Docker Essencial para o Desenvolvedor.pdf](#)  
[2022-05-15 - Udemy - Estrutura de Dados e Algoritmos em Python ~ O Guia Completo.pdf](#)  
[2022-05-04 - Udemy - SOLID ~ Os 5 Princípios para as Boas Práticas da POO.pdf](#)  
[2019-12-21 - Unieducar - Aplicativos Educacionais.pdf](#)  
[2019-05-28 - DevMedia - Primeiros passos com o Docker.pdf](#)  
[2019-05-28 - DevMedia - Aplicando eXtreme Programming \(XP\) na prática.pdf](#)  
[2019-05-21 - DevMedia - O que é teste unitário.pdf](#)  
[2000-05-24 - SENAI - Programação Orientada a Objetos.pdf](#)

## ***Data and Intelligence Development***

---

[2023-01-10 - Udemy - Web Analytics & Digital Marketing Analytics - Zero to Hero.pdf](#)  
[2023-01-09 - Udemy - Building a Binary Classification Model in Azure ML.pdf](#)  
[2022-12-21 - EYU - Trusted AI Concepts.pdf](#)  
[2022-12-21 - EYU - Data Protection Fundamentals.pdf](#)  
[2022-12-02 - EYU - Phishing.pdf](#)  
[2022-11-26 - EYU - Defeating Social Engineers.pdf](#)  
[2022-11-22 - EYU - Password Security.pdf](#)  
[2022-06-09 - Udemy - Banco de Dados SQL e NoSQL do Básico ao Avançado.pdf](#)  
[2022-04-20 - Udemy - Natural Language Processing for Text Summarization.pdf](#)  
[2019-06-04 - DevMedia - Avançando com Subqueries.pdf](#)

## ***Development on the Java Platform***

---

[2022-12-21 - Udemy - Spring Framework Master Class - Java Spring the Modern Way.pdf](#)  
[2022-10-04 - Udemy - Distributed Systems & Cloud Computing with Java.pdf](#)  
[2022-09-12 - Udemy - Apache Tomcat Server from Beginners to Advanced.pdf](#)  
[2019-07-26 - DevMedia - Criando relatórios com Jasper.pdf](#)  
[2019-07-18 - DevMedia - Primeiros passos na JSF com Ajax.pdf](#)  
[2019-07-15 - DevMedia - Como consumir web services RESTful em Java com JSF e PrimeFaces.pdf](#)  
[2019-06-06 - DevMedia - Segurança de web services em Java com controle de acesso.pdf](#)  
[2019-06-04 - DevMedia - JPQL ~ Escrevendo consultas na JPA.pdf](#)  
[2019-05-28 - DevMedia - O que é Spring.pdf](#)  
[2019-05-28 - DevMedia - Jersey e Hibernate ~ Criando um web service RESTful.pdf](#)  
[2019-05-13 - DevMedia - Aplicando a CDI em um projeto Java JSF.pdf](#)  
[2019-05-07 - DevMedia - O que é JWT.pdf](#)  
[2019-05-06 - DevMedia - O que é Hibernate.pdf](#)  
[2019-05-06 - DevMedia - Curso Online de JSF \(Java Server Faces\).pdf](#)

## ***Development on the Web Platform***

---

[2022-09-09 - Udemy - API and Web Service Introduction.pdf](#)  
[2022-09-06 - Udemy - AngularJS Crash Course for Beginners.pdf](#)  
[2019-12-16 - DevMedia - Dominando Ajax com jQuery.pdf](#)  
[2019-11-27 - DevMedia - Crie formulários com HTML5.pdf](#)  
[2019-10-08 - DevMedia - Linguagem JavaScript ~ variáveis e tipos de dados.pdf](#)  
[2019-10-08 - DevMedia - Introdução a linguagem JavaScript.pdf](#)  
[2019-05-28 - DevMedia - Primeiros passos com JavaScript.pdf](#)  
[2019-05-23 - DevMedia - O que é React Native.pdf](#)  
[2000-12-13 - SENAC - Desenvolvendo Website com ASP.pdf](#)

## ***Development on the Native Platforms***

---

[2022-06-05 - Udemy - Qt 5 for Beginners with C++.pdf](#)  
[2022-06-05 - Udemy - C Programming for Beginners.pdf](#)  
[2022-05-03 - Udemy - Rust Programming Language for Beginners.pdf](#)  
[2021-02-03 - Udemy - Introduction to CMake.pdf](#)  
[2019-06-26 - DevMedia - Introdução ao Unity e ao desenvolvimento de games.pdf](#)

---