

# Flávio Carrara De Capua

Software Developer and Composer

## Computer Science

- **Human Coder, École 42, 42SP**, São Paulo, 2023. 000013-2023.
  - Peer-Evaluation experience in Unix, C, C++, K8s, and Web frameworks.
  - Developed:
    - \* Real-time multiplayer game with socials (chats, user profiles, invites, and roles).
    - \* HTTP 1.1 compliant server with CGI; C++98.
    - \* Shell emulator; C.
    - \* Ray tracer; C.
    - \* Re-wrote C++ STL library and libc.
  - All projects fully functional, no use of external libraries, crash and leak free, score 97+.
  - Common-core completed. Opened ongoing specializations.

## Technologies

- **Expertises:** C, C++, STL, JavaScript, Bash, Docker, Git, Unix, Linux, HTTP, JSON, HTML, CSS, OOP, Vim.
- **Studies include:** Assembly, Python, Kubernetes, Microservices, Node, Angular, SQL, Javascript, TypeScript, Grafana, Minikube, CMake, Multi-Threading, Algorithms, Network and System Administration.
- **Availability to learn** on demand.

## Quick Courses

- **Python for Data Science and Machine Learning Complete.** 18h, Pierian Data International. UC-45NLPBY5.
- **Python 3 Complete - From beginning to advanced.** 10h, Pierian Data International. UC-ZC0FBP09.
- **SPTW 2019 - Artificial Intelligence & Data Science Fundamentals.** 3h, Samsung Ocean. 14-1644-16487.
- **Deep Learning introduction with Python and Keras.** 6h, Samsung Ocean. 14-1718-16487.

## Music

- **Bachelor of Music Composition**, FASM, 2006.
- **Mars.War**, Symphonic Orchestra, 2004. Contemplated by Gilberto Mendes 39th New Music Festival.
- **Composed and produced music** for education, advertising, series, and films.
- **Editing** of physical and digital interactive books. Plus **animation**.
- **Participated in** scholarships; concert music festivals; and courses.

## Professional Experiences

- **Studio Director**, Iran do Espírito Santo (2014 - 2016). **CAD projects** for complex sculptures and installations.
- **Consultant and Coordinator**, Editora Irmãos Vitale (2007 - 2009). Activities on printed music, and copyrighting.

## Extras

- Researcher of **Neuroscience** for a startup on rehabilitation through music.
- Member of **Cubo^3 Experimental Art Collective**: hand made instruments with real time electronics.
- **Other works:** Autonomous; Graphic Animation; 3D modeling; Sales; Site and Web Store Development; Technical Services.

## Interests

- Arts & Generative Algorithms;
- Deep Learning & its application in science and art;
- Music & Audio Composition and interactivity;

## Contact Information

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- GitHub
- LinkedIn