Fernando Aguilar

Software Developer

@ fernando@aguilar.net.br

% https://github.com/fernand0aguilar



EXPERIENCE

Researcher

Butlair

1 01/2018 - 03/2018 Athens, Greece

Tech Startup providing touristic guidance service using messaging apps.

- Implemented a Recommendation System using Machine Learning
- Created database population algorithm for partnership prospection

Creative Programmer

MediaLab / UnB

1 06/2017 - 12/2017 Pasilia, Brazil

Interdisciplinary research lab making art using technology.

- Exposed in The National Museum in Brasilia for one month.
- WebDevelopment, robotics, natural algorithms & visual systems

Full-Stack Developer

Brazilian Space Agency - AEB

Tech Division developing software for the country's space program.

- Mainteined and Evolved the internal human resource system.
- Scaled the process by implementing DevOps techniques

Front-End Developer

UeBrasil - Mahyla Group

Develop and commercialize ankle bracelets to monitor offenders.

- Created a critical functionality for alert visualization
- Developed a process for easier bracelet registation

EDUCATION

Software Engineering B.Eng

Universidade de Brasilia (UnB)

1 06/2014 - 2018

 Methodologies, Team management, Requirements Engineering, Design-Thinking, Game Development, Algorithms & Science.

PROJECTS

Mini Mask

2017

% https://facebook.com/minimaskgame/

Game Developer and Team Leader

• Game Won the Epic Game Jam and was exposed in the Rock in Rio 2017

SME - UnB

2016

% https://github.com/fga-gpp-mds/2016.2-SME_UnB **Energy Monitoring System for tracking**

consumption of University Facilities. • Delivered the project with lower cost and before the planned schedule.

Medium.com % https://medium.com/@fernando.aguilar

Published More than 250 articles

- · Developed strong communication skills
- Grew 1.4k followers in the last 3 months
- Top writer in art, travel and psychology

SKILLS

Strenghts

Python Javascript **DevOps** Writing **Algorithms**

Passions

Reading Travel Yoga

Powered by Enhancy