



# Fellipe Souto Sampaio

COMPUTER SCIENCE PROFESSOR · SOFTWARE ENGINEER

São Paulo - São Paulo - Brazil

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"We Are A Way For The Cosmos To Know Itself."

## Education

### Instituto de Matemática e Estatística - Universidade de São Paulo (IME-USP)

São Paulo/SP, Brazil

B.S. IN COMPUTER SCIENCE

Jan. 2013 - Dez. 2018

- I contributed to the Mezero project at CCSL as a software engineer intern, enhancing a social network platform for code quality assessment.
- I have completed a research project on the actor model, which focused on concurrent programming and resource sharing.
- I led technological initiatives as the Technology Director at IME Jr., managing crowdfunding for academic and extension groups.
- I guided undergraduate and graduate students on XP practices as an Agile Coach in the Extreme-Programming Laboratory Course.

### Instituto de Computação - Universidade Estadual de Campinas (IC-UNICAMP)

Campinas/SP, Brazil

ADVANCED TRAINING IN COMPLEX DATA MINING

Jan. 2021 - Aug. 2021

- Acquired extensive hands-on experience in R and Python, applying deep learning, artificial intelligence, and both classic and cutting-edge machine learning techniques to complex data mining challenges.
- Applied deep learning and computer vision techniques in the Kaggle Contest: CV Cataract Detection, achieving results that outperformed specialist-level accuracy with high confidence.

### Escola Politécnica - Universidade de São Paulo (Poli-USP)

São Paulo, Brazil

MBA IN SOFTWARE TECHNOLOGY

Jan. 2021 - Sep. 2022

- Completed coursework in advanced software engineering topics, including software architecture, agile methodologies, and project management, as part of the MBA program at Escola Politécnica of USP.
- Gained in-depth knowledge in software quality assurance, systems integration, and cloud computing.
- Conducted research on the software delivery lifecycle, focusing on Continuous Integration, Deployment, Delivery, and Monitoring.
- Dropped out before completing the final thesis, having successfully completed all core courses.

### Instituto de Matemática e Estatística - Universidade de São Paulo (IME-USP)

São Paulo/SP, Brazil

M.S. IN COMPUTER SCIENCE

Aug. 2024 - Dez. 2028

- Current Studies: Actively engaged in courses like HCI Principles, where I explore the intricacies of Human-Computer Interaction, and Model Based Testing, focusing on leveraging formal methods to enhance software reliability and testing efficiency.
- Research Interests: Passionately pursuing research in Haskell, Ada, and Formal Verification, with a keen interest in Compilers Design and Optimization, Theory of Computing, and Functional Programming. My work delves into Logic, Lambda Calculus, and Artificial Intelligence, with a strong emphasis on applying these principles to optimize programming languages and complex software systems.

## Skills

### System Admin/DevOps

Linux, AWS, GCP, Azure, Docker, Kubernetes, CI/CD, Terraform, Gradle, Git

### Back-end

API Design, Open API, Kafka, RabbitMQ, Akka, Spring Framework, Ruby on Rails, Django, Serveless, FastAPI

### Front-end

HTML5, CSS3, Typescript, AngularJS, ReactJS, Optimization, SEO

### Programming

Java, Python, Javascript, Haskell, Rlang, Golang, Scala, Ruby, Perl, Bash, C, C++, C#, Ada, Lua, Assembly

### Languages

Portuguese, English, Spanish, Japanese, French, German

### Soft-skills

Acting and Dancing, Oratory and Public Speaking, Teaching, Coaching, Writing, Drawing, Clowning

## Experience

### Omnious. Co., Ltd.

Seoul, S.Korea

SOFTWARE ARCHITECT

Jun. 2017 - May. 2018

- Provisioned an easily manageable hybrid infrastructure(Amazon AWS + On-premise) utilizing IaC(Infrastructure as Code) tools like Ansible, Packer and Terraform.
- Built fully automated CI/CD pipelines on CircleCI for containerized applications using Docker, AWS ECR and Rancher.
- Designed an overall service architecture and pipelines of the Machine Learning based Fashion Tagging API SaaS product with the micro-services architecture.
- Implemented several API microservices in Node.js Koa and in the serverless AWS Lambda functions.
- Deployed a centralized logging environment(ELK, Filebeat, CloudWatch, S3) which gather log data from docker containers and AWS resources.
- Deployed a centralized monitoring environment(Grafana, InfluxDB, CollectD) which gather system metrics as well as docker run-time metrics.

## PLAT Corp.

Seoul, S.Korea

CO-FOUNDER & SOFTWARE ENGINEER

Jan. 2016 - Jun. 2017

- Implemented RESTful API server for car rental booking application(CARPLAT in Google Play).
- Built and deployed overall service infrastructure utilizing Docker container, CircleCI, and several AWS stack(Including EC2, ECS, Route 53, S3, CloudFront, RDS, ElastiCache, IAM), focusing on high-availability, fault tolerance, and auto-scaling.
- Developed an easy-to-use Payment module which connects to major PG(Payment Gateway) companies in Korea.

## Undergraduate Research, Machine Learning Lab(Prof. Seungjin Choi)

Pohang, S.Korea

RESEARCHER

Mar. 2016 - Exp. Jun. 2017

- Researched classification algorithms(SVM, CNN) to improve accuracy of human exercise recognition with wearable device.
- Developed two TIZEN applications to collect sample data set and to recognize user exercise on SAMSUNG Gear S.

## R.O.K Cyber Command, MND

Seoul, S.Korea

SOFTWARE ENGINEER & SECURITY RESEARCHER (COMPULSORY MILITARY SERVICE)

Aug. 2014 - Apr. 2016

- Lead engineer on agent-less backtracking system that can discover client device's fingerprint(including public and private IP) independently of the Proxy, VPN and NAT.
- Implemented a distributed web stress test tool with high anonymity.
- Implemented a military cooperation system which is web based real time messenger in Scala on Lift.

## NEXON

Seoul, S.Korea & LA, U.S.A

GAME DEVELOPER INTERN AT GLOBAL INTERNSHIP PROGRAM

Jan. 2013 - Feb. 2013

- Developed in Cocos2d-x an action puzzle game(Dragon Buster) targeting U.S. market.
- Implemented API server which is communicating with game client and In-App Store, along with two other team members who wrote the game logic and designed game graphics.
- Won the 2nd prize in final evaluation.

## Undergraduate Research, Computer Vision Lab(Prof. Bohyung Han)

Pohang, S.Korea

RESEARCHER FOR <DETECTING VIDEO'S TORRENTS USING IMAGE SIMILARITY ALGORITHMS>

Sep. 2012 - Feb. 2013

- Researched means of retrieving a corresponding video based on image contents using image similarity algorithm.
- Implemented prototype that users can obtain torrent magnet links of corresponding video relevant to an image on web site.

## Software Maestro (funded by Korea Ministry of Knowledge and Economy)

Seoul, S.Korea

SOFTWARE ENGINEER TRAINEE

Jul. 2012 - Jun. 2013

- Performed research memory management strategies of OS and implemented in Python an interactive simulator for Linux kernel memory management.

## ShitOne Corp.

Seoul, S.Korea

SOFTWARE ENGINEER

Dec. 2011 - Feb. 2012

- Developed a proxy drive smartphone application which connects proxy driver and customer. Implemented overall Android application logic and wrote API server for community service, along with lead engineer who designed bidding protocol on raw socket and implemented API server for bidding.

## SAMSUNG Electronics

S.Korea

FREELANCE PENETRATION TESTER

Sep. 2013, Mar. 2011 - Oct. 2011

- Conducted penetration testing on SAMSUNG KNOX, which is solution for enterprise mobile security.
- Conducted penetration testing on SAMSUNG Smart TV.

## Extracurricular Activity

### B10S (B1t On the Security, Underground hacker team)

S.Korea

CORE MEMBER

Nov. 2011 - PRESENT

- Gained expertise in penetration testing areas, especially targeted on web application and software.
- Participated on a lot of hacking competition and won a good award.
- Held several hacking competitions non-profit, just for fun.

### WiseGuys (Hacking & Security research group)

S.Korea

MEMBER

Jun. 2012 - PRESENT

- Gained expertise in hardware hacking areas from penetration testing on several devices including wireless router, smartphone, CCTV and set-top box.
- Trained wannabe hacker about hacking technique from basic to advanced and ethics for white hackers by hosting annual Hacking Camp.

## PoApper (Developers' Network of POSTECH)

CORE MEMBER & PRESIDENT AT 2013

Pohang, S.Korea

Jun. 2010 - Jun. 2017

- Reformed the society focusing on software engineering and building network on and off campus.
- Proposed various marketing and network activities to raise awareness.

## PLUS (Laboratory for UNIX Security in POSTECH)

MEMBER

Pohang, S.Korea

Sep. 2010 - Oct. 2011

- Gained expertise in hacking & security areas, especially about internal of operating system based on UNIX and several exploit techniques.
- Participated on several hacking competition and won a good award.
- Conducted periodic security checks on overall IT system as a member of POSTECH CERT.
- Conducted penetration testing commissioned by national agency and corporation.

## MSSA (Management Strategy Club of POSTECH)

MEMBER

Pohang, S.Korea

Sep. 2013 - Jun. 2017

- Gained knowledge about several business field like Management, Strategy, Financial and marketing from group study.
- Gained expertise in business strategy areas and insight for various industry from weekly industry analysis session.

# Honors & Awards

## INTERNATIONAL

2018	<b>Finalist</b> , DEFCON 26th CTF Hacking Competition World Final	Las Vegas, U.S.A
2017	<b>Finalist</b> , DEFCON 25th CTF Hacking Competition World Final	Las Vegas, U.S.A
2014	<b>Finalist</b> , DEFCON 22nd CTF Hacking Competition World Final	Las Vegas, U.S.A
2013	<b>Finalist</b> , DEFCON 21st CTF Hacking Competition World Final	Las Vegas, U.S.A
2011	<b>Finalist</b> , DEFCON 19th CTF Hacking Competition World Final	Las Vegas, U.S.A
2012	<b>6th Place</b> , SECUINSIDE Hacking Competition World Final	Seoul, S.Korea

## DOMESTIC

2015	<b>3rd Place</b> , WITHCON Hacking Competition Final	Seoul, S.Korea
2017	<b>Silver Prize</b> , KISA HDCON Hacking Competition Final	Seoul, S.Korea
2013	<b>Silver Prize</b> , KISA HDCON Hacking Competition Final	Seoul, S.Korea
2013	<b>2nd Award</b> , HUST Hacking Festival	S.Korea
2010	<b>3rd Award</b> , HUST Hacking Festival	S.Korea
2012	<b>3rd Award</b> , Holyshield 3rd Hacking Festival	S.Korea
2011	<b>2nd Award</b> , Holyshield 3rd Hacking Festival	S.Korea
2011	<b>5th Place</b> , PADOCON Hacking Competition Final	Seoul, S.Korea

# Presentation

## DevFest Seoul by Google Developer Group Korea

PRESENTER FOR <HOSTING WEB APPLICATION FOR FREE UTILIZING GITHUB, NETLIFY AND CLOUDFLARE>

Seoul, S.Korea

Nov. 2017

- Introduced the history of web technology and the JAM stack which is for the modern web application development.
- Introduced how to freely host the web application with high performance utilizing global CDN services.

## 6th CodeEngn (Reverse Engineering Conference)

PRESENTER FOR <DEFCON 20TH : THE WAY TO GO TO LAS VEGAS>

Seoul, S.Korea

Jul. 2012

- Introduced CTF(Capture the Flag) hacking competition and advanced techniques and strategy for CTF

## 6th Hacking Camp - S.Korea

PRESENTER FOR <METASPLOIT 101>

S.Korea

Sep. 2012

- Introduced basic procedure for penetration testing and how to use Metasploit

# Writing

## A Guide for Developers in Start-up

FOUNDER & WRITER

Facebook Page

Jan. 2015 - PRESENT

- Drafted daily news for developers in Korea about IT technologies, issues about start-up.

- Drafted reports about IT trends and Security issues on AhnLab Company magazine.

## Program Committees

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|------|---|----------------|
| 2016 | <b>Problem Writer</b> , 2016 CODEGATE Hacking Competition World Final     | <i>S.Korea</i> |
| 2013 | <b>Organizer &amp; Co-director</b> , 1st POSTECH Hackathon                | <i>S.Korea</i> |
| 2012 | <b>Staff</b> , 7th Hacking Camp   | <i>S.Korea</i> |
| 2012 | <b>Problem Writer</b> , 1st Hoseo University Teenager Hacking Competition | <i>S.Korea</i> |
| 2012 | <b>Staff &amp; Problem Writer</b> , JFF(Just for Fun) Hacking Competition | <i>S.Korea</i> |