

# Guilherme Berger

guilherme.berger@gmail.com  
gberger.me    github.com/gberger  
+1 (919) 593-7618    +55 (21) 99696-0420

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## Experience

### Google - Software Engineering Intern

May 2015 - August 2015

Technologies: Java, JavaScript (Dart), AngularJS

Irvine, California

- Devised and implemented a pipeline to analyze data from the system that deals with most marketing and transactional emails under Google
- Greatly improved understanding of the system's users and their necessities by creating reports on usage of features, segmented over various variables
- Volunteered at the Special Olympics and at the Newport Bay Conservancy

### VTEX - Software Engineering Intern

June 2013 - July 2014

Technologies: JavaScript (CoffeeScript), AngularJS, jQuery, Node.js

Rio de Janeiro, RJ

- Led the development of the company's JavaScript SDK for external developers
  - Focused on user experience and optimization for AngularJS
  - Contributed to in-house and external open source libraries. Examples are: [github.com/mgcrea/grunt-nginclude](https://github.com/mgcrea/grunt-nginclude) and [github.com/vtex/front.phone](https://github.com/vtex/front.phone)
  - Developed a Chrome Extension used by hundreds of VTEX developers and associates
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## Education

Pontifical Catholic University of Rio de Janeiro (**PUC-Rio**)  
B.S. in **Computer Engineering**

Expected December 2016  
Honors: top 1% of class — GPA: 9.0/10.0

University of North Carolina at Chapel Hill (**UNC**)  
**Computer Science** Exchange Student

2014 - 2015  
GPA: 3.43

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## Projects

### PUC Que Pariu

- Educational website & foundation that provides study materials for PUC-Rio Engineering students
- Used by 50%+ of the Engineering student body, peaking at 1200 daily visits on exam weeks
- Recruited and led a team of 12 contributors
- Had over 100 one-on-one CS101/102 tutoring sessions with over 30 students

### Dangr @ HackDuke Code For Good

- Used Machine Learning to classify tweets as portraying immediate danger or not. If a high enough danger level in a geographical area was detected, it notified locals of a possible threat

### HoloGlobo @ Hackathon Globo

- Used Kinect to produce 3D models of people/objects to be visualized through a homemade holographic display

See more of my projects: Website [[gberger.me](http://gberger.me)], GitHub [[github.com/gberger](https://github.com/gberger)], DevPost [[devpost.com/gberger](https://devpost.com/gberger)]

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## Achievements

- Fluent English, native Portuguese, and proficient Spanish speaker
- Full Study Abroad Scholarship granted by the Brazilian Government (Science Without Borders)
- Full Scholarship granted by PUC-Rio, for achieving 3rd place (top 0.1%) on the entry exam
- First place at Hackathon Globo with HoloGlobo, winning a 3-day trip to the MIT Media Lab
- Top 5 at Virginia Tech's Hackathon, SendGrid winner at Duke's Hackathon
- Other hackathons participated: Georgia Tech, UC Berkeley, Michigan, UNC