Guilherme Berger

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Experience

Google - *Software Engineering Intern*
May – August 2015
Technologies: Java, JavaScript (Dart), AngularJS
Irvine, California

- Devised and implemented a pipeline to analyze data from the system that deals with the majority of marketing 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, Brazil

- Led the development of the company's JavaScript SDK for external developers
- Focused on UX and optimization of AngularJS apps: one app's loading time was reduced by 90%
- Contributed to in-house and external open source libraries. Examples are: github.com/mgcrea/grunt-nginclude and github.com/vtex/front.phone
- Developed a Chrome Extension used by hundreds of VTEX developers and associates

Education

Pontifical Catholic University of Rio de Janeiro (**PUC-Rio**)
Expected December 2016
Computer Engineering, B.S.
Honors: top 1% of class – GPA: 9.0/10.0
Full Scholarship – placed 3rd (top 0.1%) in the entry exam

University of North Carolina at Chapel Hill (**UNC**)
2014 – 2015
Computer Science, Exchange Student
GPA: 3.43
Full Study Abroad Scholarship – Brazilian Government (Science Without Borders)

Fluent English, native Portuguese, and proficient Spanish speaker

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
- Over 100 hours of one-on-one CS101/102 tutoring with over 30 different students

HoloGlobo @ Hackathon Globo

- Used Kinect to produce 3D models of people/objects to be visualized through a DIY holographic display
- Applications are: reviewing sports plays under different perspectives, and showing 3D previews of products
- Won 1st place: a 3-day visit to the MIT Media Lab, for having developed the most

Dangr @ HackDuke Code For Good

- Utilized Machine Learning to classify tweets as portraying immediate danger or not.
- If a high enough danger level in a geographical area was detected, it used email and SMS to notify locals of a possible threat
- Won the SendGrid Challenge: best use of email for social good

Other hackathons participated: Virginia Tech (Top 5), Georgia Tech, UC Berkeley, Michigan, UNC
See more of my projects: GitHub [github.com/gberger], Website [gberger.me], DevPost [devpost.com/gberger]