

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
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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 - 1st Place

- 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

Feather @ HackPUC - 1st Place

- A “panic button” app that sends a location tracking and audio streaming link to your trusted friends
- Activation is discreet: via a hand gesture detected by Myo, making imperceptible to your aggressor

Dangr @ HackDuke Code For Good - Sendgrid Challenge Winner

- Utilized Machine Learning to classify tweets as portraying immediate danger or not.
- If a high enough danger level in an geographical area was detected, it used email and SMS to notify locals of a possible threat

Other hackathons participated: VTHacks (Top 5), HackGT, CalHacks, MHacks, HackNC

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