

# Guilherme Berger

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## Experience

### Google - Software Engineering Intern

Upcoming internship in the AdSense team

July – September 2016

London, UK

### Google - Software Engineering Intern

Ads & Commerce Division

Technologies: Java, JavaScript (Dart, AngularJS, D3)

May – August 2015

Irvine, California

- Devised and implemented a pipeline to analyze data from Google's email marketing system
- Greatly improved understanding of the system's users and their necessities by creating reports on usage of features, segmented over various variables

### Gigster - Software Engineer (Freelancer)

Technologies: JavaScript (MEAN, React, Chrome), Python (Flask), Google Cloud

March 2015 – Present

Remote

- As a member of Gigster, the Uber of Software Development, I have architected, developed, tested, and shipped dozens of apps, consistently earning positive reviews from clients and product managers

### VTEX - Software Engineering Intern

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

June 2013 – July 2014

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, e.g. [mgcrea/grunt-nginclude](#), [vtex/front.phone](#)
- Developed an internal Chrome Extension used daily 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

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## Personal Projects & Hackathons

### 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 replays under different perspectives, displaying 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

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

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