

Guilherme J. Henrique

SOFTWARE DEVELOPER

Liberdade - São Paulo, Brasil

☎ +55 (11) 98557-1993 | ✉ gjhenrique@gmail.com | 🌐 http://gjhenrique.com | 📱 gjhenrique

Education

Londrina State University (UEL)

BACHELOR OF COMPUTER SCIENCE

Londrina, Paraná

03-2010 — 01-2013

Londrina State University (UEL)

MSC IN COMPUTER SCIENCE (INTERRUPTED)

Londrina, Paraná

03-2014 — 07-2014

Experience

LSI-TEC

TECHNICAL LEADER

- Critical technical decision-making
- Promotion of best coding practices for the development team
- Development of Android applications
- Web development: Ruby on Rails and Javascript
- Code review with Git and Gerrit

São Paulo, São Paulo

12-2015 — Present

LSI-TEC

SOFTWARE DEVELOPER

- Development of Android applications
- Web development: Ruby on Rails, Javascript e Java/Struts2
- Maintenance of the company's Gerrit server
- Internal system for the automatization of commits cherry-picking: Python

São Paulo, São Paulo

11-2014 — 12-2015

Side Projects

Bandejao

PROJECT THAT PROVIDES AN API AND ANDROID APPLICATIONS FOR THE MENU OF MULTIPLE UNIVERSITY CAFETERIAS

- Server side written in Ruby with Sinatra and ActiveRecord
- Nokogiri to parse the meals of the universities website and scheduled jobs with whenever/cron
- Server tests with RSpec and factory_girl
- Nginx as a reverse proxy for the application server Puma
- DevOps with Ansible and Capistrano. Test environment with Vagrant and production with Digital Ocean
- HTTPS certificate issued by Let's Encrypt (Grade A+ in SSL Labs)
- Responsive layout with Pure.CSS minified and concatenated using Sprockets
- Android with Dagger2, EventBus, Crashlytics and Google Cloud Messaging
- Android tests with Robolectric and Espresso
- Automated upload of the apks and resources in Play Store with the plugin gradle-play-publisher

modulartetris

TETRIS DRY EM MÚLTIPLAS LINGUAGENS

- Game logic in C generated as an library with GNU Make as the build tool
- Binding of Node.js, Python and Android games with the library in C
- Browser execution via transpilation from C to Javascript (asm.js format)

Image Rank

FEATURE EXTRACTORS AND DISTANCE FUNCTIONS CLASSIFICATION ON AN IMAGE DATASET

- Java with JOOQ, Maven and Guice
- Images processing with ImageJ, JWave and LIRE
- Chart generation with GNUPlot