GUILHERME VENDRUSCOLO

Bachelor's Degree in Computer Science with great interest in logic, creation and development.

PROFILE

Proactive

Ease with teamwork

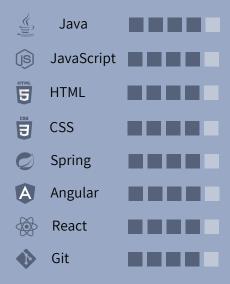
Will to learn and grow

Creativity

OBJECTIVE

I am seeking an oportunity to learn and grow more both personaly and profissionaly. I am willing to explore and expand my knowledge and acquire more experience.

HARD SKILLS



CONTACTS

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- guilherme.vensilva@gmail.com
- gui-vendruscolo.github.io

EDUCATION

2020-2024 | Bachelor Degree In Computer Science University of São Paulo (USP)

EXPERIENCE

May 2016- May 2018 | Apprenticeship | Banco do Brasil

Aug. 2021 - Apr. 2022 | Internship | Opus Software

- Helped developing a web application in a fullstack capacity using React.js and Spring Framework.
- Developed a web app using Angular and Spring for learning purposes.

PROJECTS AND OTHERS

2021 Hackathon "R. U. Hacking?"

Second place in the general category of the "R. U. Hacking?"
hackathon hosted anually by a group of the Reading University
in the UK.

2021-2022 College outreach project

 Participated a college outreach project to develop a videogame based in a board game about the COVID-19 vaccines.

2018 Brazilian Public Schools Mathematics Olympiad (OBMEP)

• Medal winner in the Brazilian Public Schools Mathematics Olympiad (OBMEP), in 2018.

2021-2022 College Student Body President

• President of the College Student Body leading the team in the development of extracurricular activities for the other students.

LANGUAGES

Portuguese

Native

English

Advanced

Spanish

Basic