Guilherme Santos

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EDUCATION

Federal University Of Minas Gerais (UFMG)

Bachelor of Science in Computer Science, Jul 2023

*NSG: 92.26/100

*(Average "Nota Semestral Global", Global Semester Grade)

EXPERIENCE

Software Engineer | Quasar Desenvolvimento de Sistemas:

Jan 2023 - Ongoing

- Developed Java applications using JSF and PostgreSQL for City Halls in Minas Gerais
- Responsible for implementing new functionalities, and assisting in debugging and troubleshooting web applications
- Modernized the company's systems by applying CSS expertise to enhance visual appeal, aligning it with a Figma model for a more customer-centric experience

Machine Learning, Data Science Research, Web Developer | DCC/UFMG: Jun 2020 – Jun 2023

- Contributed as a researcher in gathering data related to the COVID-19 pandemic in Brazil, visualizing it through **Python**-generated charts.
- Engaged as a **machine learning** researcher and served as one of the full-stack developers for a **Django**-based web application in a separate project.
- Conducted research on the impacts of the Brumadinho dam disaster, involving the collection and analysis of data from Brazil's public health system, SUS (Sistema Único de Saúde), using **Python**.

Software Engineer, Scrum Master | iJunior:

Jun 2018 - Sep 2021

- Created web applications using PHP, MySQL, SQLite, Python, and Flask as a backend developer for smaller to mid-sized companies
- Coordinated a Research & Development initiative to transition the company's technology stack from PHP to Flask, optimizing and accelerating the development of systems within the organization
- Assumed the role of a Scrum Master, ensuring effective project management and team coordination

PROJECTS

Simple CRUD in Flask (Flask, Python, SQL)

- Developed a Flask application to facilitate the learning of Python web framework for iJunior (UFMG Informática Júnior) trainees.
- Created a straightforward CRUD (Create, Read, Update, Delete) system, simplifying web application development with Python and SQLite database manipulation.
- Designed the project to improve the learning curve for beginners in programming, serving as a reference for over 20 trainees in 2019 and 2020.

TECHNOLOGIES AND LANGUAGES

- Java, C++, Python, SQL, HTML, CSS
- Git, PostgreSQL, Flask, Bootstrap, Pandas, JSF, Primefaces, Hibernate