Guilherme Simas Medina Abinader

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OBJECTIVE

To obtain a career that will allow myself to take full advantage of my passion and experience in software engineering while contributing to the progress of society.

EDUCATION

PUC-RJ   February 2013 - December 2017
Bachelor's in Computer Engineering
G.P.A: 8.3/10.0 Areas of Interest: Software Engineering, Embedded Systems.

Rose-Hulman Institute of Technology   August 2015 - August 2016
Bachelor's in Computer Engineering
G.P.A: 3.1/4.0 (Unweighted) Student in the Science Without Borders program. Also participated in a Summer research program at the Illinois Institute of Technology developing a framework for autonomous flight services.

TECHNOLOGY SKILLS

Object Oriented Design: C++11, Java7.
Scripting: Python, Nodejs, Shell, Lua.
Web Development: PHP5, HTML, DB2, JavaScript.
Tools: Command line Git, Linux (Ubuntu), Atlassian Suite, GitHub.

EXPERIENCE

Stone Payments   June, 2017 - July, 2018
Software Developer
Development for C-focused portable payment terminal; Point of Sale multi-device operational system development; Qt framework, C++ back-end; JavaScript front-end using self-developed and maintained SDK; Open-source initiative; SCRUM methodology

PUC-Rio LAMBA Laboratory   September 2016   January 2017
Intern
Responsible for SGE system development; Database modelling and implementation; User experience focused Web Development.