**Gustavo Luís Rodrigues Luchetti**

[gustavo@**luchetti.dev**](mailto:gustavo@luchetti.dev)

**Work Experience:**

* **Source.ag | Amsterdam, The Netherlands**

**– Implementation Analyst (Aug/2022 – Feb/2023)**

Integration and onboarding of new clients into the company **(Excel, PostgreSQL)**, working alongside the data platform team, automation and improvement of existing processes (**Python w/ Pandas, Web APIs)**.

* **BTG Pactual Digital | São Paulo, Brazil**

**– Intern Developer (Jun/2021 – Oct/2021)**

**– Assistant Analyst (Oct/2021 – Jan/2022)**

Web development for back-office applications, front-end using **Angular**, back-end API and services using **.NET CORE** with **AWS Lambda,** according to **micro-services** architecture.

* **Valemobi Consultoria Empresarial S/A | São Paulo, Brazil**

**- Intern Full-Stack Developer (Mar/2020 - Mar/2021)**

Development of software for the stock market, prototyping of interfaces, creation of pages using **Angular**, web services and maintenance of batch jobs on **Kotlin** and **PostgreSQL**, all according to **object-oriented programming**.

**Proficiencies:**

* Great team-player.
* Eager to learn new technologies, and capable of analyzing and optimizing processes.
* **Git, Pandas, Angular, AWS, Flask, .NET Core, Node.js.**
* **Python, Typescript, C#, Kotlin, Java, Go, PL/SQL.**

**Academic Background:**

* **[In-Person]** Master’s at Utrecht University,   
  **Artificial Intelligence** (Incomplete) Feb/2022 – Feb/2023.
* **[In-Person]** Bachelor’s at Escola Superior de Propaganda e Marketing (ESPM),  
  **Information Systems** (Complete) Dec/2021.

**Extracurricular Activities:**

* **Electives:** Applied Artificial Intelligence, Machine Learning Analytics and Advanced Analytics **(**ESPM) | Data Mining, Pattern Set Mining (UU)
* **Team Captain** *(CS:GO)* / **Esports Management** – Overbite ESPM, 2019-2021.
* Game Designer / Developer - GameLab ESPM, 2020.

**Languages:**

* **Portuguese (Native)**
* **English (Fluent) ->** TOEFL 115/120, Aug 2021.