

Ian L. Rodrigues – 28 years

CONTACT	<i>Phone:</i> +55 19 99899-5021 <i>E-mail:</i> ian.liu88@gmail.com
LANGUAGES	Portuguese – Native language English – Advanced
EDUCATION	Coursera Introduction to Machine Learning. 2014 University of Campinas BSc in Computational and Applied Mathematics. 2006 – 2010
EXPERIENCES	<div><div>Main Software Developer at CEPETRO 09/2012 – current</div><div><ul style="list-style-type: none">Develop highly optimized algorithms, heuristics for function maximization, various interpolation techniques—all applied to geophysics problems at the Center for Petroleum Studies (cepetro.com.br). Working mainly with C++ and Python.</div></div> <div><div>Junior Analyst at Itaú Bank 04/2012 – 08/2012</div><div><ul style="list-style-type: none">Developed database systems and web services using the .NET platform.</div></div> <div><div>Software Developer at GêBR 08/2009 – 2013</div><div><ul style="list-style-type: none">The GêBR project (gebrproject.com) is a Graphical User Interface tool for geophysicists and geologists to process seismic data. It was financed by Petrobras as a research project.</div></div> <div><div>Open-Source Contribution to Ubuntu 03/2011</div><div><ul style="list-style-type: none">Fixed the following two bugs using the Vala languagebugs.launchpad.net/unity-lens-applications/+bug/734762bugs.launchpad.net/unity-lens-applications/+bug/736471</div></div> <div><div>Freelance job for SKEDIO TEC 02/2009</div><div><ul style="list-style-type: none">Program in Python that plots real-time data collected from a probe that measures moisture in concrete tanks.</div></div> <div><div>Main Software Developer at IgnisCom 04/2007 – 06/2008</div><div><ul style="list-style-type: none">Developed educational games using Flash/ActionScript platform.</div></div> <div><div>Educational Flash Applets 2006</div><div><ul style="list-style-type: none">Developed programs in Flash to exhibit curiosities of geometry for Prof. Alberto Saa, at Unicamp (github.com/ianliu/curiosidades-da-geometria)</div></div>
EVENTS	<div><div>Intel Tech Theater 2015</div><div><ul style="list-style-type: none">Presented the “Efficient and Fault Tolerant Computation of Partially Idempotent Tasks” expanded abstract at the Intel Tech Theater, Rio de Janeiro.</div></div> <div><div>SBGf 2015 2015</div><div><ul style="list-style-type: none">Published the “Efficient and Fault Tolerant Computation of Partially Idempotent Tasks” expanded abstract at Geophysics Brazilian Society conference, at Rio de Janeiro.</div></div> <div><div>Wave Inversion Technology 2013</div><div><ul style="list-style-type: none">Presented the report “Enabling large data processing with the 3D ZO CRS Stack software” at Hamburgo, Germany.</div></div> <div><div>ERAD Contest 2013</div></div>

- Participated at the High Performance Computing Contest at the ERAD congress, São Paulo. Developed a very efficient Image Blur algorithm using SIMD instructions (github.com/ianliu/desafio-erad-sp-2013).

12th CISBGf

08/2011

- Participated at the 12th CISBGf to present the GêBR project, at Rio de Janeiro.

Google Developer Day

10/2010

- Attended the Google Developer Day, at São Paulo.

11th CISGBf

08/2009

- Participated at the 11th CISBGf to present the GêBR project, at Rio de Janeiro.

Summer Course at LNCC

01/2009

- Attended the summer course at the National Laboratory of Computational Science (LNCC), located at Petrópolis, Rio de Janeiro. Classes taken include Monte Carlo method, Quantic Computing, and Graphs Algorithms.

SKILLS

Math:

- Interpolation Methods, Optimization Algorithms and Heuristics, Random Walk

Computing:

- C/C++, Python, Shell Scripting, JavaScript, SQL
- Linux systems, Version Controls, Trello, GitHub

Finance:

- Value Investing
- Stocks and Options modeling

Hobbies:

- Gardening, Kung Fu, Dogs

LINKS

Links:

- github.com/ianliu
- facebook.com/IanLiuRodrigues