GUILHERME GONÇALVES

Senior Full-Stack Engineer

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EXPERIENCE

Senior Software Engineer Consultant & Senior Full-stack Engineer

PrimeIT

Feb 2022 – Present Remote & Porto, Portugal

- Worked as a software development consultant for a multinational Software-as-a-Service (SaaS) company developing cloud-based tools and services for website governance and optimization.
- Developed Back-ends using **C# + .NET and NodeJS** and Front-ends using **React JS**, operating in a **cloud-driven** and **micro-services** architecture.
- Developed a **ReactJS** Design System focused on **accessibility**, following the **Web Accessibility Initiative – Accessible Rich Internet Applications (WAI-ARIA)** standards.
- Responsibilities included developing tasks, participating in international meetings to refine tasks and planning Sprints following the **SCRUM** framework.
- Implemented key features such as a **fully accessible design system** (components like form controls, dropdowns, data visualization, charts), **data export system**, subsystem to **track and measure design system adoption**, etc.

Technical Lead & Senior Full-stack Engineer

O2 Filmes

Sept 2018 – Jan 2022 Remote & São Paulo, Brazil

- Developed a robust and online text editor and project manager system dedicated to screenwriters.
- Developed its Back-end using **Rails + MongoDB + Node.js** and its Front-end using **React JS + Etherpad**, operating in a **cloud-driven** and **micro-services** architecture written with **Terraform** using **Docker** containers running on **Amazon ECS** clusters.
- Responsibilities included all development tasks (create code, test, automate deployments, etc.), training new developers, discussing the next A/B tests to be run, and listing/detailing/prioritizing the stories to be played.
- Implemented features such as multi-user tracking, data visualization with D3, notifications, importing, parsing and exporting files, advanced graphical interface features, etc.

Software Engineer & Scientific Researcher

CERN – European Organization for Nuclear Research

Mar 2019 – Mar 2020 Geneva, Switzerland

- Designed and developed an energy estimation algorithm for the ATLAS Tile Calorimeter.
- The tool is based on **machine learning** techniques and was developed using **C++** in a world-wide **distributed system**.
- Created a pulse generator used to simulate electronic readouts for data processing and physics analysis.

SKILLS

Programming Languages

JavaScript · TypeScript · C++ · C# · Ruby · Java · Python · Lua · PHP · Shell

Back End

NodeJS · Ruby on Rails · MongoDB · MySQL · Redis · Nginx · OAuth & OpenID

Front End

ReactJS · Angular · Webpack · D3 · SASS

DevOps

Docker · Terraform · AWS · ECS · Kubernetes

Miscellaneous Skills

Git · Test-Driven-Development · Mobilde Development · SCRUM · Agile development · Signal Processing · Machine Learning · Cloud Computing

EDUCATION

Ph.D., Computational Modelling

Rio de Janeiro State University

Mar 2021 – Ongoing

Master's degree, Computational Modelling

Rio de Janeiro State University

Jan 2018 – Apr 2020

Bachelor's degree, Computer Engineering

Rio de Janeiro State University

Jan 2012 – Aug 2017

LANGUAGES

Portuguese ●●●●●
English ●●●●●
French ●●●○○
Spanish ●○○○○

EXPERIENCE

Full-stack Developer & Software Engineer

DataHex Computer Technology

May 2016 – Jun 2018 | Nova Friburgo, Brazil

- Developed and Designed an Event Ticket application for **Android** with data synchronization and Bluetooth printer.
- Developed and Designed a **cloud-based** Point of Sale system with business management features.
- Developed its Back-end using **NodeJS** and its Front-end using **AngularJS** following the **micro-services** approach.
- Developed a desktop application using **Electron** with data synchronization across the internet and among multiple local network nodes (using P2P).
- Developed an industry-standard authentication system implementing the **OAuth 2.0** and **OpenID Connect** protocols.

Full-stack Developer & Mobile Developer

Vista Group Network

Jun 2014 – Apr 2016 | Nova Friburgo, Brazil

- Developed a **cloud-managed** parking software using **Android** devices for ticketing and infringement monitoring.
- Developed an **iOS** and **Android** application for parking tickets purchase using **Ionic** and **VB-Net**.
- Created software to detect free parking spaces using **image processing** from surveillance cameras. The tool was developed using **Python** and **Open-CV**.

OPEN SOURCE CONTRIBUTIONS

Etherpad

A real-time collaborative editor for the web

`https://github.com/ether/etherpad-lite/commits?author=ingoncalves`

Athena

The ATLAS Experiment's main offline software

`https://gitlab.cern.ch/atlas/athena/-/merge_requests?state=all&author_username=ginaciog`

Scilab

Free and Open Source software for numerical computation

`https://github.com/scilab/scilab/commits?author=ingoncalves`

PUBLICATIONS

Journal Articles

- Gonçalves, Guilherme Inácio, Bernardo Sotto-Maior Peralva, et al. (2022). "Performance of Optimal Linear Filtering Methods for Signal Estimation in High-Energy Calorimetry". In: *Journal of Control, Automation and Electrical Systems* 33.5, pp. 1601–1611.
- Gonçalves, Guilherme Inácio, Juan Lieber Marin, et al. (2020). "Performance Evaluation of Energy Reconstruction Methods in High Energy Physics Experiments". In: *Revista Mundi Engenharia, Tecnologia e Gestão (ISSN: 2525-4782)* 5.2.

REFEREES

Joas Souza
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Luiza Pagliari
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ACHIEVEMENTS

***Cum Laude Honors* – Rio de Janeiro State University**
Academic honors awarded due to the high average grade.