GUILHERME GONÇALVES

Computer Engineer

i 07 June 1994, Brazilian   **@** inacio.guilherme@gmail.com   **☎** +55 22 99923-1446   **📍** Nova Friburgo, Brazil
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EXPERIENCE

Full-stack Developer & Software Engineer
O2 Filmes

📅 Sept 2018 – Present   📍 Remote

- Developed a robust and online text editor and project manager dedicated to screenwriters.
- Developed its Back-end using Ruby on Rails and its Front-end using React.
- Implemented features such as multi-user tracking, data visualization, notifications, file upload, advanced graphical interface features, etc.

Scientific Researcher & Software Engineer
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.

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.

EDUCATION

Master degree in Computational Modelling
Rio de Janeiro State University

📅 Jan 2018 – May 2020

Bachelor degree in Computer Engineering
Rio de Janeiro State University

📅 Jan 2012 – Aug 2017

ACHIEVEMENTS

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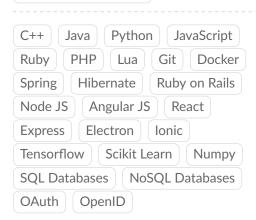Academic honors awarded due to the high average grade.

STRENGTHS & SKILLS

Full-stack Development

Mobile Development

Machine Learning

Image Processing   Cloud Computing

Software Engineering

C++ Java Python JavaScript
Ruby PHP Lua Git Docker
Spring Hibernate Ruby on Rails
Node JS Angular JS React
Express Electron Ionic
Tensorflow Scikit Learn Numpy
SQL Databases NoSQL Databases
OAuth OpenID

LANGUAGES

Portuguese
English
French
Spanish

COURSEWORK

- Signal Processing
- Neural Networks
- Statistical and Probabilistic Methods

PUBLICATIONS

📄 Journal Articles

- Gonçalves, G.I. 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.

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👥 Conference Proceedings

- Gonçalves, G.I., B.S.M. Peralva, L.M. Andrade Filho, et al. (2020). "Performance of Energy Estimation Algorithms for the Tile Calorimeter of the ATLAS Experiment." In: *Anais do Congresso Brasileiro de Automática.* Brazil.

- – (2018). "Energy Estimation Based On Wiener-Hopf Filtering For The ATLAS Tile Calorimeter". In: *Anais do XXI Encontro Nacional de Modelagem Computacional.* Brazil.

- Gonçalves, G.I., B.S.M. Peralva, R.P. Marques, et al. (2017). "Classification Of The Masticatory Side Pattern Using Digital Image Processing". In: *Anais do XX Encontro Nacional de Modelagem Computacional.* Brazil.

- Gonçalves, G.I., W.R. Telles, et al. (2015). "Development Of An Application For Monitoring Real-Time Water Levels In The Bengalas River Based On Direct And Inverse Problems Technical". In: *Anais do XVIII Encontro Nacional de Modelagem Computacional.* Brazil.

REFEREES

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