GUILHERME GONÇALVES

Computer Engineer

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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 Modeling

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.

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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