Jerome Vergueiro Vonk

Areas of expertise

Data science, Machine learning and Software Development (back-end)

Education

2007–2011 Mechatronics engineering, Escola Politécnica da USP, São Paulo.

Professional Experience

2016, 2017 Localization tester, Electronic Arts, Madrid.

Localization of games for the brazilian market in one of the biggest entertainment companies in the world. Error detection and correction through database changes and *bug tracking*. Responsible for the linguistic quality of AAA games such as FIFA 17, FIFA 18 and Battlefield 1.

2011–2016 Electronic engineer, Diebold Nixdorf, São Paulo.

Software developer for a multinational company, market leader in self-service solutions, with over 80k ATMs and 200k voting machines in Brazil. API development for Windows and Linux in C++, besides embedded software. Development of cryptography solutions (symmetric and asymmetric) and digital certification.

Skills

Data science Knowledge of Python and R. Machine Learning. Tableau. Databases: SQL e MongoDB

Programming C/C++, C#, .NET, Java, Ruby, Git, Matlab, Excel, HTML, CSS (Windows & Linux)

Cryptography Theoretical and practical knowledge (RSA, AES, 3DES, HMAC-SHA, Digital certification)

Idioms English (advanced), Portuguese (native), Spanish (intermediate), French (basic)

Courses and Certificates

Udacity Data Science for Business - Certificate - April/2018

Coursera Cryptography I (Stanford) – With Distinction – November/2014

Coursera Mobile apps for Android Systems (Maryland) – Verified certificate – April/2015

Coursera A Crash Course in Data Science (John Hopkins) – Self paced – January/2017

edX A Guide to Presenting Your Work (MITx) - Honor Code Certificate - August/2015

edX Introduction to Python for Data Science (Microsoft) - Self paced - February/2017

Additional Information

Volunteering Volunteered as technology consultant for AMEO - Associação da Medula Óssea.

Culture Lived abroad: Spain (one year), England (two months).