Jhonantans Rocha

Software Engineer

About

I am a Software Engineer, Automation and Control Engineer (Mechatronics) and a linux and computer science enthusiast.

During my graduation, I worked on researching projects with Rockwell PLCs, designing and implementing control algorithms in Structured Text, Ladder, and Function Blocks.

In 2011 I started working with low level languages, notably C/C ++ and Assembly. Since then, I have dedicated myself to improving my knowledge of languages and paradigms, incorporating new concepts such as OOP and Real Time Programming, always aiming for code quality and commitment to best-practices.

In 2014, I joined the football team of humanoid robots UnBeatables, representing my university in the robotics competition, Robocup.

From 2016 to 2017 I am a developer on the team of Moringa Digital, one of the largest online advertising companies and web systems in Brasilia. ThereI have focused on mobile development using the latest hybrid tools such as Ionic 2, Cordova and IntelXDK.

As a fullstack developer, my responsibilities range from database planning to user interface implementation, server programming, API development and mobile application delivery.

Contact

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Experience

Software Engineer

- *BairesDev*
- *Dec 2018 – Present*

Systems Analist

- *Metrópoles Mídia e Comunicação*
- *Feb 2018 - Nov 2018*

Development and maintenance of a news communication systems. Major concerns were high availability, consistent quality and speed to final consumer.

- Front-End: Bootstrap, Ionic 2, Angular 4, Vue.js, Pug, Stylus
- Back-End: Wordpress, PHP and MySQL
- Operation: Amazon AWS (EC2, S3, Lambda, RDS)
- Code Integration: Git

Full Stack Developer

- *Moringa Digital*
- *Feb 2016 - Jan 2018*

Acting in the development of hybrid applications for Android and iOS, implementation of web systems and creation and maintenance of websites and APIs.

- System Development:
    - Back-End: ASP, Node.js and MySQL
    - Front-End: HTML5/Javascript
- Mobile Applications Development:
    - Hybrid Application Tools: Intel XDK, Cordova
    - Frameworks: Angular 1 & 2, Ionic 1 & 2

Member (Academic Team) at Robot Soccer Team

- *UnBeatables: UnB humanoid robot soccer team*
- *Sep 2014 – Aug 2016*

I was responsible for the network area, handling communication between robot-to-robot and robot-to-computer. I also worked in the area of movement and locomotion, expanding the set of gestures and actions of the robot player. Finally, I developed the structure of the behavior state machine, implementing the reaction to events autonomously and elaborating new roles for the player.

Technologies used:

- NAO Robot
- C++
- Python
- Communication Networks (UDP/TCP)
- Linux
- State Machines

Prizes:

- World Champion, Robocup 2015, Drop-In Only category
- World Champion, Robocup 2016, Drop-In Only category
- Latin American Champion, LARC/CBR 2015, Standard Plataform League
- Latin American Champion, LARC/CBR 2016, Standard Plataform League

Researcher (Academic Research)

- *University of Brasilia (UnB)*
- Jan 2014 - Dec 2016

Development and application of Fuzzy controllers, based on the Takagi-Sugeno method (TS), to an industrial-level plant controlled by a Rockwell CLP.

Technologies used:

- Fuzzy Logic
- PI Controller
- PLC Programming: Ladder, Structured Text, Function Blocks
- Matlab

Education

Mechatronics, Robotics and Control and Automation Engineering

- *University of Brasilia (UnB)*
- Graduation 2011 – 2016

The course brings together knowledge in Mechanical, Electrical, Electronics and Computer Science aiming at the development of control and automation solutions for industrial and non-industrial environments. The points specially studied are:

- Control design and implementation
- PLC Programming
- Robotics
- Programming
- Mechanical Engenineering
- Electrical Engenineering
- Electronics

Languages

- Portuguese: Native
- English: Fluent
- Spanish: Intermediate

Interests

- Software Development
- Machine Learning
- Financial Programming