Jhonantans Rocha

Software Engineer

About me

Meu nome é Jhonantans Moraes Rocha, trabalho como Fullstack developer desde 2016 e como Team Lead desde 2020. Venho implementando soluções criativas e eficientes em Node e AWS há 5 anos. Venho também trabalhando em projetos pessoas com Python e Rust, duas fascinantes linguagens que muito me interessam.

Experience

Team Lead

- BairesDev
- Aug 2020 Present

As a leader I am responsible for helping the team's performance by managing tasks planning and assignments as well as ensuring code cohesion and efficiency.

Software Engineer

- BairesDev
- Dec 2018 Present

As a core member of the services team I have been working on the development of solutions to the client. My major focus is to support and evolve a Node environment completely powered by AWS. Part of the structure runs as monolith and part as microservices, using Lambdas, SNS and SQS. It is also part of the work to develop some React tools for internal usage.

- Back-End: Node (Sails.js, Express)
- Operation: Amazon AWS (EC2, S3, Lambda, SNS, SQS, Elasticache, RDS)
- Front-End: React

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)

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.

- Back-End: ASP, Node.js and MySQL
- Front-End: HTML5/Javascript
- 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

Skills & Proficiency

- Node.js (Sails.js, Express) => 5 Years
- Javascript (ES5, ES6) => 5 Years
- AWS (EC2, S3, SQS, SNS, Lambda) => 5 Years
- Python (System Programming) => 3 Years
- C/C++ (System Programming) => **3 Years**
- Angular & Ionic & Hybrid Mobile Apps (Cordova) => 3 Years
- HTML5 & CSS => 3 Years
- PHP & Wordpress => 1 Year
- .NET & ASP & VBA => 2 Years
- PLC: Ladder, Structured Text, Function Blocks => 1 Year
- RUST: Learning

Languages

Portuguese: NativeEnglish: Fluent

• Spanish: Intermediate

Interests

- Linux
- Open-Source Projects
- Machine Learning
- Algorithmic Trading

Contact

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