



João Paulo Canário

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Abstract

Software developer highly passionate that works primarily with backend web development. I'm always involved in tech projects from many areas such as business, machine learning, computer vision, back-end and front-end.

On academic side, I'm a PhD student specialized in computer vision and machine learning which has a great interest in photography, games, computer graphics, AI, deep learning, data science and big data.

Interests

Machine learning, big data, web development, Python and computer vision.

Experience

Echo Flow Engineering

12 / 2015 – 01 / 2017

Projects:

- Fluxviz Meter – A computer vision system made with Python, OpenCV and Scikit-Learn embedded on a Raspberry Pi for pattern detection of a multiphase flow system and your transitions. This project was initially designed to pattern identification in a biphasic transport system composed by water and gas. *(Project duration: 12/2015 to 03/2016)*

Reconcavo Institute of Technology

05 / 2008 – 04 / 2014

Projects:

- R&D of educational games using AS2.0 and AS3.0. The project was promoted by the 'Lei do Bem' in cooperation with Positivo Educacional. Besides that, was technical leader during one year of project development. *(Project duration: 05/2008 à 03/2013)*
- Architectural evolution of download manager system using Java of SEMP Toshiba. *(Project duration: 03/2013 à 11/2013)*
- Architectural evolution of a web system using Java, PrimeFaces and JSF, for management of telecommunication equipment, clients and users for the Furukawa Group. *(Project duration: 01/2014 à 03/2014)*

Geotecnia Lab of Polytechnic School, UFBA (Internship)

09 / 2007 – 02 / 2008

Projects:

- R&D of a computer vision approach using Python and OpenCV to cars classification based on logic fuzzy.

Education

PhD in Computer Science

10 / 2017 – In Progress

at Federal University of Bahia

Thesis title: A noise tolerant recurrent neural network for real time series analysis. Area of interest: Machine Learning and Time Series Analysis.

MSc in Computer Science

09 / 2012 – 01 / 2016

at Federal University of Bahia

Thesis title: A deep learning approach for facial expressions recognition. Area of interest: Computer Vision and Machine Learning.

BSc in Computer Science

02 / 2004 – 08 / 2008

at Ruy Barbosa Faculty

Final project: An open source motion capture tool using markings, build with C++, OpenGL, OpenCV and QT4 framework.

Skills

Idioms:

Portuguese (Native), English (Advanced), Spanish (Basic).

Programming languages and software development methodologies:

[Advanced]

Computer Vision, Machine Learning, Deep Learning, Image Processing, Pattern Recognition, Python, OpenCV, Scikit-Learn, Git;

[Intermediate]

Java, Matlab, Keras, Action Script3.0, Tensor Flow, Numpy, Pandas, Django, Flask, REST API, SCRUM, XP, TDD, Docker;

[Basic]

R, C++, Theano, PyTorch, MXNet, HTML, CSS, Bootstrap, Material Design, JavaScript, jQuery, NodeJS, VueJS, ReactJS, AngularJS, HDF5, MongoDB, SQL.