JuanLopes

Software Engineer

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☕ Programming
Java ★★★★★
C# ★★★★★
Backend ★★★★★
Algorithms ★★★★★
Compilers ★★★★☆
JS ★★★★☆
Frontend ★★★☆☆
Python ★★★☆☆
C++ ★★★☆☆

⌾ Languages
Portuguese ★★★★★
English ★★★★☆
Spanish ★★★☆☆

⌸ Experience

since 2011 **Software Engineer, R&D**   **Intelie**
Developed many new features in the company's stream analytics platform, Intelie Live, including the real-time query API and the extensibility core. Also, created Intelie Pipes, an event processing language and engine that gives the company a competitive advantage. Created code that processes tens of billions of events per day.

2007–2011 **Software Engineer**   **Living Consultoria**
Worked at several projects as lead programmer. Wrote the company's main LOB applications framework, used in most projects. Worked in a large billing project for an European company, collaborating with tens of people all over the world. Went to Amsterdam a couple of times for that project.

⛉ Education

since 2014 **Master's Degree in Computational Sciences**   **UERJ**
Researched on probabilistic data-structures, published some papers about it. Currently writing a dissertation summarizing the research so far, and introducing a novel graph representation that may allow the use of those structures to reduce space-complexity for probabilistic representation of some graph classes.

2006–2013 **Bachelor's Degree in Informatics & Information Technology**   **UERJ**
Focused on Algorithms and Data Structure-related classes. This led me to participate in six editions of the ICPC, being South-American finalist in five of them. Graduated with a monograph on the Polynomial-Time Nature of Regular Expressions, evaluating the theory against industry-standard implementations.

⌁ Other Info

since 2013 **Speaker at QCon SP**   **Talks**
(2016) Randomness at the Heart of the Future Algorithms;
(2015) Algorithms in the Battlefront;
(2013) Analyzing and Reducing Big Data Streams in Real-Time.

since 2014 **Speaker at QCon Rio**   **Talks**
(2015) Does Lucene Scale?
(2014) PIPES: A Language for Distributed Complex Event Processing.

since 2013 **IEEEXtreme 24-Hour Programming Competition**   **Contest**
1st place in Brazil (2013) and 36th place worldwide (2015).

2008–2013 **ICPC -- International Collegiate Programming Contest**   **Contest**
Five times south-american finalist (all except 2010).

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