Leonardo Guarnieri de Bastiani

Rua Dona Virgínia Ferraz de Almeida Prado, 87, Jaú, São Paulo, Brazil

@ leogbastiani@gmail.com | +55 14 99688-7074

https://github.com/leobastiani/CV

+ **Started to program** since I was 14 years old
+ **I have worked remotely** since 2015
+ **Good learning curve**, judicious in **quality** and **responsible**

Experiences

Consultant for exchange students going to Ireland, Project Owner – Remotely Oct/2019

A project to automates immigrants on their the visa process in Ireland

Main Accomplishments:

- Projects integrated with Node.js, MongoDB, Jest, Travis CI and GitHub

Optimise Logistics, Dublin, Ireland – Remotely Apr/2019 – Oct/2019

Web Designer and Web Developer

Programmer of optimiseco.com

Main Accomplishments:

- Projects integrated with Ruby on Rails, jQuery, React, Webpack, GraphQL, Postgres, RSpec, Capybara, CircleCI and GitHub

VpEvents, São Carlos, SP, Brazil – Remotely Dec/2017 – Jan/2019

Web Designer and Web Developer

Programmer of vpeventos.com and faiufscar.com

Main Accomplishments:

- Projects integrated with Docker, PHP, Vue and Node.js

Education

International School of English – ISE Ireland, Dublin, Ireland Mar/2019 – Sep/2019

English classes

University of São Paulo – USP, São Carlos, SP, Brazil 2014 – 2019

Computer Engineering

EasyComp – IT courses, Jaú, SP, Brazil 2009 – 2010

Corel Draw, Photoshop, InDesign, Marketing, Adobe Flash and Fireworks, Programming logic, Visual Basic, Delphi

CEBRAC – IT courses, Jaú, SP, Brazil 2007 – 2008

Hardware, Web Designer

Activities

Scientific Initiation Projects funded by Brazilian Government

WebPoem Aug/2017 – Jul/2018

The project of scientific initiation deals with the creation of a program called WebPoem, capable of interpreting an input file in a (semi-)natural language in Brazilian Portuguese that executes tasks in a web browser, allowing an automation process. This project also has its applications studied for researches in the Sucupira platform, part of the site capes.gov.br.

- Python, JavaScript, Google chrome extension and natural language interpreter.

autoLattes Aug/2016 – Jul/2017

The objective of this scientific initiation project is to develop a tool that will automatically fill Lattes curricula, inserting or correcting new information.

- Google Chrome extension and JavaScript.

ScriptLattesDiff Aug/2015 – Jul/2016

The project deals with analysis of temporal relations and analysis of academic curriculum, more specifically, on the Lattes curriculum. The Lattes Platform is online and maintains a standard of information contained in it. You can retrieve information easily from it. The proposed system, called ScriptLattesDiff, can differentiate curricula in two or more periods of time.

- Python, PHP, JavaScript and maintain another open-source project.

Other projects in GitHub

DoorIOT – https://youtu.be/Z7Stkxxhnho – A project to open doors using a smartphone 2019

Final paper – Final project for graduation that uses bio-inspired computation 2018

raspberrypi-snes-controller-online – https://youtu.be/QjcWyacHNOM – Forked from helloiamjonas/raspberrypi-nes-controller that works with a SNES controller instead 2017

Invincible Tic Tac Toe IA – https://github.com/leobastiani/JogoDaVelha – Play Tic Tac Toe against an invincible machine. Made in SWI-Prolog 2016

LeoCodeIntel – https://github.com/leobastiani/LeoCodeIntel – A plugin for Sublime Text 3 that autocompletes C, C++, Java, JavaScript, Python and HTML 2015

Misc-C – https://github.com/leobastiani/misc-c – Miscellaneous functions in C 2014

2048 game – https://github.com/leobastiani/2048 – First project for graduation, written in C 2014

Skills

Languages: Native Portuguese, Professional working proficiency English

Programming: C and C++, C#, Python, Flask, Django, JavaScript, jQuery, Vue.Js, React, Angular, Java, PHP and Laravel, Ruby on Rails, SQL, Batch (.bat), Matlab, Linux, Android, Git, Microsoft Office, Embedded Systems, Raspberry Pi, Arduino, CSS and Bootstrap, Adobe Photoshop

Relevant Disciplines: Software Engineering, Databases, Network, Computer Architecture, Artificial Intelligence, Bio-inspired Computing, Embedded Systems, Electronic Circuits, Microprocessors and their applications and Principles of Economy

Volunteer works

APAE – Association of Parents and Friends of Disabled People Jan/2010 – Dec/2011

Guitar playing for elderly disabled people at APAE of Jaú, São Paulo
Main Accomplishments:

- Created activities with the teacher
- Interacted with disabled people and learn more from them

IT teacher – EasyComp Aug/2010 – Nov/2010

Working as a computer teacher volunteer on EasyComp
Main Accomplishments:

- Learned a lot about computer science in general to teach