

Leonardo Marques

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EDUCATION

Federal University of Santa Catarina (UFSC)

Aug 2023 - Present

Bachelor's Degree in Computer Science

Federal Institute of Santa Catarina (IFSC)

Jul 2019 - Jul 2023

Technician's Degree in Electrotechnics

- Honors/Academic recognition: Highest GPA of the course (GPA: 9.8)

EXPERIENCE

Energiluz Engenharia (Energiluz Engineering) - São José, Santa Catarina, Brazil

Jul 2022 - Jun 2023

Energiluz Engenharia is a Brazilian company focused on providing electrical engineering assistance, especially concerning public lighting issues through the government of the state of Santa Catarina.

Electrical Engineering Intern

- I worked in the Engineering department and my main responsibility was to create the electrical projects, with AutoCAD and Dialux, for the maintenance team. In these projects, I specified which poles were to receive determined lighting fixtures.
- I was also responsible for testing the lamps to determine the best fit for each project, considering factors such as power factor, voltage drop, and other electrical characteristics.
- This internship was undertaken with the primary objective of obtaining my technician's degree at IFSC. The final report received an A+ (100) grade from the responsible professor.

Federal Institute of Santa Catarina - Florianópolis, Santa Catarina, Brazil

Jun 2021 - Mar 2022

Teaching Assistant of Chemistry

- I worked as a Teaching Assistant in the Department of Language, Technology, Education and Science (DALTEC) at IFSC, where my responsibilities included teaching Chemistry in the context of Olympiad fields.
- I specifically worked with the final high school courses at the Institute, concentrating on the Catarinense Chemistry Olympiad (OCQ) and the Brazilian Chemistry Olympiad (OBQ).
- The final report of this experience was presented during the National Science and Technology Week (SNCT) of 2022 at IFSC.

ACADEMIC PROJECTS

The Sequences Game - Grade: A+

Dec - 2023

- This project was developed for the Digital Circuits class (UFSC) and involves a game coded in VHDL that can be played on an FPGA board by two players.
- Given two parameters by the first player, a sequence of four numerical values is displayed. The second player needs to set the FPGA's switches to match the fifth value of the sequence. Depending on the chosen game level, an incorrect match will result in a loss of points.

Playlist Generator - Grade: A+

Nov - 2023

- This project was developed for the Object-Oriented Programming class (UFSC). Its primary objective is to generate a Spotify playlist based on a specified number of songs with chosen artists.
- The program was coded in Python and its interface was created using the Tkinter library. The search function within the app utilized the Spotipy library.

Sortation Conveyor - Grade: A+

Jun - 2022

- This project was developed for the Industrial Commands class (IFSC). It was designed to be implemented on a Programmable Logic Controller (PLC) and was coded using Ladder Logic. Given three different heights and two different materials (metal or plastic), the conveyor will either retain or discard the object.

ADDITIONAL

- Technical Skills: Python, C, C++ and VHDL.
- Language Skills: English (Advanced), Portuguese (Native) and Spanish (Conversational).
- Awards: Silver medal winner of the Mathematics Olympiad of the Federal Institutions and of the Brazilian Mathematics Olympiad.