LEANDRO GUIMARÃES

Computer Engineer

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PROFESSIONAL PROFILE

I have a collaborative profile and enjoy working in a team, acting with professionalism, ethics, and a commitment to quality. I take initiative and apply creativity to overcome challenges, proactively contributing to project success. I am eager to learn and face challenges that foster both my personal and professional development, always striving for excellence.

EXPERIENCIAS

Kie tec / Datakie

Programmer | January 2025 – Present

- Software development for process automation using UiPath and Python.
- Technical support for go-live projects.
- Data analysis using Tableau and UiPath.
- AI development to detect patterns in texts and validate information.

Kie tec

Junior Analyst | November 2024 – 2025

- I participated in the development of software to automate processes using UiPath and Python scripts.
- I provided technical support for go-live projects, and conducted data analysis using Tableau and UiPath.
- I perform data analysis using Tableau.

Henry Electronic Equipment

Engineering Assistant | July 2024 – November 2024

- Embedded systems development for access control and time clocks using C.
- Implementation of artificial intelligence solutions for facial and object recognition.
- Integration of augmented reality technologies, primarily using Python and C.
- Acted as Project Manager in an access control project.
- Development with Node.js, React, and PL/SQL.

Siemens

Internship | 2022 – 2024

- I was part of the OMS team in the Siscon project for two years, where my team was responsible for managing the team and incidents in SP7. My work primarily involved PL/SQL and XML, with some tasks related to Java and C.
- At the beginning of my internship, I worked on developing an interface using Python.

PROJECTS AND ACADEMIC ACTIVITIES

AI System for Detecting Incorrect Movements in Weight Training

2024

- Software development for weight training exercise analysis.
- Real-time movement evaluation with feedback for correction and injury prevention.
- Development using Python and Node.js.
- Implementation of image recognition for exercise analysis.
- Application of LSTM networks for movement processing and interpretation.

CNPq Researcher | 3D Reconstruction Using ToF Point Cloud for Virtual Environment Creation

2021-2022

- Development of a virtual environment in augmented reality.
- Implementation using Python and Unity.
- Image capture with a Time-of-Flight (ToF) camera.
- Interactive analysis of equipment assembly.

ACADEMIC BACKGROUND

Master's Degree in Health Technology

Pontifícia Universidade Católica do Paraná • 2025- 2027

Bachelor's Degree in Computer Engineering

Pontifícia Universidade Católica do Paraná • 2019- 2024

CERTIFICATIONS

Design sprint - Sprint SXP

HARD SKILLS

- **Programming Languages**
  - **Python – Advanced**
  - **C/C++ – Intermediate**
  - **Java – Intermediate**
  - **PL/SQL – Intermediate**
- **Tools**
  - **Git – Advanced**
  - **Unity – Basic**
  - **Tableau – Intermediate**
  - **UiPath – Intermediate**
  - **Google Cloud – Intermediate**
  - **Linux – Advanced**
  - **AWS – Basic**
  - **Matlab – Basic**
- **Specialties**
  - **Embedded Systems**
  - **Artificial Intelligence**
  - **Augmented Reality**
  - **Agile Methodologies**
  - **Image Processing**

LANGUAGES

- English – Intermediate
- Spanish – Basic