

Luiz Cavalcanti

Software Developer

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Education

- 2014–2016 **Master's degree**, *Federal University of Amazonas*, Manaus, Brazil.
Computer science. Research on machine learning and digital image processing
- 2001–2004 **Technologist degree**, *CEFET-AL*, Maceió, Brazil.
Information Technology. Research on software engineering

Experience

- 2014– **Software developer**, *INDT - Microsoft*, Manaus, Brazil.
Responsible for developing software to support research projects in digital image processing and machine learning.
 - Tools for digital image quality analysis (Python, MATLAB);
 - Advanced Driving Assistance System using Computer Vision on mobile phones (C#, C++);
 - General purpose pattern recognition on images (C#, C++, Python, OpenCV);
 - Image processing applied to printer drivers on Linux, Mac and Windows (C, Python).
- 2011–2014 **Software developer**, *INDT - Nokia*, Manaus, Brazil.
Responsible for developing software to support research projects in mobile devices and telecom.
 - Digital TV for Nokia X platform (Android, Java, C++);
 - Location-based applications (Nokia Transit for S40, HERE Transit for Asha);
 - Rich UI J2ME development and architecture;
 - C/C++ OS development on Series 30 Nokia phones.
- 2010–2011 **Software architect**, *Teclogica*, Blumenau, Brazil.
Responsible for designing and implementing enterprise software architecture.
 - JEE solutions involving several application servers such as JBoss and Glassfish;
 - Planning and execution of legacy solutions replacement/improvements.
- 2001–2011 **Software developer**, *Various*, Brazil.
Developer of several commercial software solutions, ranging from point of sale software to Enterprise Resource Planning backend.

Skills

- Languages Python, Java, C, C++, C#, Objective-C, MATLAB, Shell Script, SQL
- Tools Git, Jenkins, Gerrit, Emacs, shell, CMake, Maven, Sonarqube
- Practices Code Review, Continuous Integration, TDD

Languages

- English Fluent
- Spanish Intermediate
- Portuguese Native

Interests

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|--------------------------|------------------------|
| Digital Image Processing | Machine learning |
| Hardware emulation | Functional programming |
| Game development | Genetic algorithms |