

Luiz Guilherme Chagas Moraes JARDIM

PERSONAL DATA

PLACE AND DATE OF BIRTH: Rio de Janeiro, RJ | November 8th, 1989
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PRESENTATION

Dear recruiters,

I've been working as a developer for three years, programming mainly in **C++**, **Java** but also some **Python** and **Rust**, among others. I have experience in many other technologies, and also in leadership roles and teaching. What I enjoy the most in programming is documenting, writing unit tests and refactoring legacy code. My extensive background in Mathematics, Science and Education sometimes comes in handy.

My goal is to learn as much as possible. Software development is a field where there are many multi disciplinary projects with a lot different subjects and technologies to learn about. I also work on personal projects when I have the time. I try to use these projects also to come into contact with technologies I have not yet been able to work professionally with, such as game engines and many interesting libraries and frameworks.

For more details, please go to luizchagasjardim.github.io

WORK EXPERIENCE

JANUARY 2020 CURRENT	Developer at CRITICAL TECHWORKS Development of software used for testing and quality assurance of BMW embedded software, such as a test framework written in C++ and a CI website with Java back-end. We use technologies such as GTest, Git, SVN, Postgresql, Javascript, HTML, CSS, Docker, Saltstack and Openstack. I also take part in many company activities, mainly the Rust Community of Practice (a group co-created by me to study and talk about Rust, with weekly sessions) and the unit onboarding process (where we have hands-on workshops for newcomers about the technologies they would use).
JUNE 2019 DECEMBER 2019	Consultant at NATIXIS through ALTRAN I worked on a financial software called Summit. The software was written in C++, but there were also many scripts in Python. We used technologies such as GTest, XLDeploy, Git, Jenkins, Bitbucket and Jira. I was also one of the leaders of the Craftsman Academy, a weekly session that consisted of a short presentation followed by mob programming.
MARCH 2016 MARCH 2019	Systems analyst at BRAZILIAN NAVY RESEARCH INSTITUTE Development of a ship's engine room simulator for the Mercantile Navy Responsible for the control module (C++), maintaining the mathematical models (C++/Fortran) and communication between these components and the graphical interface (Java); Also responsible for the test module (C++/Java), which uses a .json file to simulate user operations and verifies the outcomes given by the models. It also checked the validity of FXML, XML and the database (Postgres). These tests were run using Gitlab's CI. Modifications on the database (pgSQL), graphical interfaces (JavaFx) and model analysis (XML, Simulink).
BEFORE MARCH 2016	I taught math For more details, please go to luizchagasjardim.github.io

EDUCATION

- DECEMBER 2016 PhD IN MECHANICAL ENGINEERING
Universidade do Estado do Rio de Janeiro, PPGEM
Research Area: Transport Phenomena
Thesis: “A hyperbolic model for saturated-unsaturated transition simulation in porous media”
Advisor: Rogério Martins Saldanha da Gama, PhD.
Co-Advisor: José Julio Pedrosa Filho, PhD.
- JULY 2014 MSc IN MECHANICAL ENGINEERING
Universidade do Estado do Rio de Janeiro, PPGEM
Research Area: Transport Phenomena
Thesis: “A new description of mass transfer in porous media with saturated-unsaturated transition”
Advisor: Rogério Martins Saldanha da Gama, PhD.
Co-Advisor: José Julio Pedrosa Filho, PhD.
- December 2012 UNDERGRADUATE DEGREE IN MATHEMATICS
Universidade do Estado do Rio de Janeiro, IME
Thesis: “Cauchy Stress Tensor”
Advisor: José Julio Pedrosa Filho, PhD.

LANGUAGES

- BRAZILIAN PORTUGUESE: Native
ENGLISH: Advanced
GERMAN: Beginner