Marlon Guimarães

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Education

University of Brasilia — **Brasília - Brazil**
Bachelor in Software Engineering — *March 2014 – December 2019*

Georgetown University — **Washington, DC - United States**
Innovation and Immersion in American Culture and History — *October 2013 – November 2013*

Skills

Programming languages: TypeScript, JavaScript, Python, C#, Golang (Go), Java, C++, C

Technologies: React, GraphQL, Node.js, REST, Unity 3D, Git, Bash, Docker, Next.js, PostgreSQL, Redis, CSS

Professional Experience

VTEX — **Rio de Janeiro**
Software Engineer - VTEX App Store Team — *March 2020 – Present*
VTEX is an e-commerce platform with more than 2900 company clients, operating in 42 countries. Worked on the product VTEX App Store, an e-commerce that sells extensions for VTEX stores.

- Developed the Checkout page with user authentication and authorization (React, GraphQL, TypeScript, Tachyons);
- Built the subscription service that charge users monthly with an on-demand price model (Node.js, REST, Jest for unit tests);
- Implemented the product submission flow where vendors send software packages to be sold in the marketplace (Node.js, npm, oclif).

Wildlife Studios — **São Paulo**
Game Development Engineer Intern - Sniper 3D Team — *December 2018 – March 2019*
Sniper 3D is a mobile game played by more than 15 million users worldwide.

- Developed PvP rankings for world, country and city divisions based on players IP addresses (Go, PostgreSQL, Redis, Docker);
- Improved the map selection UI and player progress feedback across the game campaign (Unity 3D, C#);
- Built AB tests to quantify how users interacted with new features added in the game (Unity 3D, C#).

LAPPIS — **Brasília**
Software Engineer Intern - Salic ML Team — *January 2018 – December 2018*
Salic ML is a team that applied data science to the process of reviewing cultural projects submitted to a government system.

- Developed scripts that parsed and prepared data from a database to be used in models and analysis (Python, pandas, numpy);
- Built Jupyter Notebooks to get graphical and statistical insights from data (Jupyter Notebook, matplotlib);
- Implemented models to detect novelty in the data using Local Outlier Factor and Gaussian distribution (scikit-learn).

Personal projects

YouTube Instant Autoplay
February 2021 – Present
Google Chrome browser extension that improves the YouTube viewer experience. There are now users from more than 15 countries.

- Deployed on Chrome Web Store;
- Built a script that reads page changes events and interact with the YouTube player (Google Chrome API, JavaScript, HTML).

Discover Daily

November 2020 – Present

Discover Daily is a website where users can have daily personalized music recommendations based on user Spotify's history.

- Implemented User Authentication with OAuth 2.0 and Spotify (OAuth 2, Spotify API);
- Developed Responsive front-end and Server Side Rendering (React, Tachyons CSS, Next.js).
- Implemented GraphQL server for providing client with music recommendations (GraphQL, TypeScript).

competitive_programming

December 2015 – Present

Open source repository with implementations of algorithms, data structures and techniques used in programming competitions.

- Implemented algorithms for topics like Data Structures, Graph Theory, Math, Dynamic programming and String-matching.

Programming competitions

ACM ICPC Brazilian First Phase (State): Competed in 2015 (9th place), 2016 (1st place), and 2017 (1st place).
ACM ICPC Brazilian Finals (National): Competed in 2016 (14th place) and 2017 (13th place).

University projects

Bachelor final project

GoDash *March 2019 – December 2019*

GoDash is a 2D multiplayer shooter game developed during my bachelor final project.

- Implemented multiplayer networking solution using Remote Procedure Calls through UNet API (C#, Unity 3D, UNet);
- Built bots with artificial intelligence that play real time matches against human players. (C#, UNet, pathfinding algorithms).

Software Product Engineering course

Cardinals *March 2018 – July 2018*

Website that provides data analysis for GitHub repositories.

- Implemented the DevOps continuous integration and delivery (CI/CD) with automated tests, code analysis and deploys on Heroku (Python, Docker, docker-compose, pytest, Flake8);
- Front-end for data visualization about repository information (Python, matplotlib, django);
- Built user authorization allowing GitHub API requests (Python, OAuth 2.0).