

Marlon Guimarães

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Education

University of Brasilia

Bachelor in Software Engineering

Brasília - Brazil

March 2014 – December 2019

Georgetown University

Brasilia Without Borders Program

Innovation and Immersion in American Culture and History

Washington, DC - United States

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, Postman, CSS, HTML, Tailwind CSS, Tachyons, Material Design, Google Chrome API, scikit-learn

Professional Experience

VTEX

Software Engineer - VTEX App Store Team

Rio de Janeiro

March 2020 – Present

VTEX is an e-commerce platform with more than 2900+ renowned companies as clients, operating in 42+ countries. Worked on an online store, VTEX App Store, that sells extensions for VTEX stores.

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

Wildlife Studios

Game Development Engineer Intern - Sniper 3D Team

São Paulo

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, C#);
- Improved the map selection UI and player progress feedback across the game campaign (Unity 3D, C#);
- Developed AB tests for new features so we could quantify how users interacted with new features added in the game (Unity 3D, C#).

LAPPIS

Software Engineer Intern - Salic ML Team

Brasília

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 data from a database and prepared that data to be used in models and reports (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).

University projects

Bachelor final project

GoDash

March 2019 – December 2019

GoDash is a 2D multiplayer shooter game that I developed alone during my bachelor final project. The networking system was done using Remote Procedure Calls through UNet API. The game has bots with artificial intelligence that play real time matches against human players. Technologies: Unity, C#, UNet, pathfinding algorithms

Integration Project 2 course

Girassol

August 2018 – December 2018

Girassol is a project to automate the process of positioning antennas to point to Earth's satellites. Contributed to the satellite tracking module using propagation models to predict satellites position and velocity. Technologies: Python, numpy, matplotlib, sgpy

Software Product Engineering course

Cardinals

March 2018 – July 2018

Contributed to the DevOps pipeline of a web application project, developed in Python using Django. Implemented the containerization (using docker-compose) of the database and the django server, continuous integration (CI) for tests and static code analysis. Used Github's OAuth service to authenticate requests for Github's API. Technologies: python, django, OAuth, docker, docker-compose

Software Development Methods course

EuVou *July 2015 – December 2015*

Developed an android application that shares information about cultural events happening in Brasilia. The application made use of Open Data as well as end-user input to get information about cultural events. Technologies: java, android

Personal projects

Sudoker *January 2018 – February 2018*

Application that generates and solves sudoku challenges. Technologies: python, pytest

realpomodoro *January 2017 – September 2017*

A customizable pomodoro timer that keeps track of user's pomodoros. Technologies: Java, Swing.

competitive_programming *December 2015 – Present*

A codebase of popular algorithms and techniques used in programming competitions Technologies: C++, STL

Programming competitions

ACM ICPC Brazilian First Phase: Participated in 2015, 2016 and 2017 as a competitor.

ACM ICPC Brazilian Finals: Participated in 2016 and 2017 as a competitor.

Skills

Programing languages: C, C++, Java, Python, C#, Golang

Libraries/APIs: STL, jupyter notebook, pandas, numpy, matplotlib, Unity 3D, django

Softwares: git

Personal Info

LinkedIn: [linkedin.com/in/marlonciriatico/](https://www.linkedin.com/in/marlonciriatico/)