

Marlon Guimarães

Brasília, Brazil

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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 and in global expansion.

- Worked on an online store (VTEX App Store) that sells extensions for VTEX stores;
- Developed the Checkout page with user authentication and authorization (React, Tachyons and GraphQL);
- Built the subscription service where users are charged monthly with an on-demand price model (TypeScript, Node.js, REST endpoints, 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

December 2018 – March 2019

Sniper 3D is a mobile game played by more than 15 million users worldwide.

Implemented the back-end for a feature that split PvP rankings into world, country and city rankings based on players IP addresses. Improved UI, developed AB tests for new features on the game *Sniper 3D Assassin*. Technologies: Unity 3D, C#, Golang, Redis, docker, PostgreSQL

LAPPIS Laboratory

Salic-ML

January 2018 – December 2018

Developed machine learning solutions to detect anomalies on prices and set of products from projects submitted to SALIC (government system). I also worked on data mining on these projects to collect and prepare data, statistics and insights. Technologies: Python, Microsoft SQL Server, matplotlib, 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, sgp4

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/)