

# MATEUS M. FURQUIM MENDONÇA

## Software Engineer & Linux Enthusiast

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## EXPERIENCE

### Machine Learning Engineer

DevGrid

📅 Jan 2021 – Present

📍 Remote

> Design, implementation and maintainance of more than twenty micro-services to estimate the energy consumption of each house appliance using machine learning algorithms developed by the research team.

</> Python </> FastAPI </> Celery </> Cassandra </> RabbitMQ

### Embedded Software Developer

Autotrac

📅 Nov 2019 – Ago 2020

📍 Brasília, DF - Brasil

> Development, documentation and metrics performance gathering of security and logistic features for customized embedded system.

</> C/C++ </> Bash </> BoostLib </> Scrum </> Linux

### DevOps Consultant

IBM

📅 Jan 2019 – Nov 2019

📍 Brasília, DF - Brasil

> Backend instrumentation for throughput, latency, and error rate.

> Automation of service discovery for a federation of Prometheus.

</> GoLang </> Docker </> Grafana </> Prometheus </> etcd

### Security Software Researcher

LABoratório de DEpendabilidade e Segurança (LADES/UnB)

📅 Nov 2015 – Jan 2017

📍 Brasília, DF - Brasil

> Detection of masked malicious packet using network intrusion detection system (IDS) with unsupervised machine learning.

</> Scala </> Snort </> K-means </> Hadoop </> Spark

### Intern as Software Engineer

CanAssist

📅 Jan 2015 – Abr 2015

📍 Victoria, BC - Canadá

> Development and testing of embedded system for event detection and call notification.

> Requirements elicitation and maintainance of public transportation app in mobile systems.

</> C/C++ </> Qt </> Asterisk </> Scrum </> BeagleBone

## EDUCATION

### Machine Learning DevOps Engineer

Udacity

📅 Nov 2021 – Present

📍 Online

### BEng. Software Engineering

Universidade de Brasília

📅 Mar 2011 – Jul 2017

📍 Brasília, DF - Brasil

⇄ Interchange Student

University of Victoria

📅 Jan 2014 – Abr 2015

📍 Victoria, BC - Canada

## PUBLICATION

### Big Points:

Uma análise Baseada na Teoria dos Jogos

UnB/FGA

[github.com/mfurquimdev/tcc](https://github.com/mfurquimdev/tcc)

📅 Jul 2017

📍 Brasília, DF

> Development of a reduced version of the Big Points boardgame and a partial solution using the minimax theorem.

</> C/C++ </> Bash </> ncurses  
</> Dynamic Programming </> ATEX

## LANGUAGES

🗣 Portuguese

Mother Tongue

🗣 English

Fluent

🗣 Spanish

Basic

🗣 Japanese

Basic

## DISTINCTIONS

> Fast-paced project development in Hackathon and Game Jam

> Process efficiency and automation using bash script and CI/CD

> High comprehension of requirements for modular and robust solutions

Design Patterns

SOLID Principles

Scrum

MVC Pattern

Git

Vim

Arch Linux