

# MATEUS M. FURQUIM MENDONÇA

Software Engineer & Linux Enthusiast

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## EXPERIENCE

### Backend Python Developer

DevGrid

Jan 2021 – Present    Remote

- > Designing, development and implementation of proof of concept and production-ready middleware and back-end services.
- > Debugging and troubleshooting deployed middleware and back-end services.
- > Creation of extensible, modular middleware/back-end services to be used by other layers.
- > Research and development in a variety of problem domains.
- > Source code documentation and properly adherence to security guidance and compliance with coding standards.

</> Python    </> FastAPI    </> Celery    </> Cassandra    </> RabbitMQ  
</> Redis    </> PostgreSQL    </> Flask    </> Tornado    </> Gino

## EDUCATION

### Machine Learning 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    </> L<sup>A</sup>T<sub>E</sub>X

## 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  
Git    MVC Pattern    Vim    Arch Linux