MATEUS M. FURQUIM MENDONÇA

Software Engineer & Linux Enthusiast

@ mateus@mfurquim.dev   📞 +55 (61) 9 8189-2456   ⌨ /mfurquimdev   in /in/mmfurquim

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**

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**

📅 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**   </> **LaTeX**

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