

MATEUS M. FURQUIM MENDONÇA

Software Engineer & Linux Enthusiast

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EXPERIENCE

Machine Learning Engineer

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

Embedded Software Developer

Autotrac

Nov 2019 – Ago 2020

Brasília, DF - Brasil

- > Documentation and development of security and logistics features.
- > Gathering of performance metrics 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.
- > Service discovery automation using etcd database and a federation of Prometheus.

</> GoLang </> Git </> Docker </> Grafana </> Prometheus

Software Developer and Maintainer

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

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

MVC Pattern

Git

Vim

Arch Linux