

MATEUS M. FURQUIM MENDONCA

Machine Learning Engineer & Backend Developer

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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 – Aug 2020 📍 Brasília, DF - Brazil

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 - Brazil

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 LADES/UnB

📅 Nov 2015 – Jan 2017 📍 Brasília, DF - Brazil

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

🔗 Scala 🔗 Snort 🔗 K-means 🔗 Hadoop 🔗 Spark

Software Engineer Intern CanAssist

📅 Jan 2015 – Apr 2015 📍 Victoria, BC - Canada

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 – Dez 2022 📍 Online

BEng. Software Engineering
Universidade de Brasilia
📅 Mar 2011 – Jul 2017 📍 Brasília, DF - Brazil

University of Victoria
📅 Jan 2014 – Abr 2015 📍 Victoria, BC - Canada
⇌ Exchange Student

PUBLICATION

Big Points:
An analysis based on game theory
UnB/FGA github.com/mfurquimdev/tcc
📅 Jul 2017 📍 Brasília, DF - Brazil

Development of a reduced version of the Big Points boardgame and a partial solution using the minimax theorem. The dissertation was written in \LaTeX .

🔗 C/C++ 🔗 Bash 🔗 ncurses
🔗 Dynamic Programming 🔗 \LaTeX

LANGUAGES

🗣 Portuguese Mother Tongue
🗣 English Fluent

🔗 Python Advanced
🔗 C++ Intermediate
🔗 Rust Learning

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