

# 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.

### Embedded Software Developer

Autotrac

Nov 2019 – Aug 2020

Brasilia, DF - Brazil

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

### DevOps Consultant

IBM

Jan 2019 – Nov 2019

Brasilia, DF - Brazil

Backend instrumentation for throughput, latency, and error rate.

Automation of service discovery for a federation of Prometheus.

### Security Software Researcher

LADES/UnB

Nov 2015 – Jan 2017

Brasilia, DF - Brazil

Enhanced an Intrusion Detection System with unsupervised machine learning to be used by the Brazilian Army during the 2016 Olympics.

- Accomplished a low resource consumption of Raspberry Pi by rotating log using C language and Qt Framework.
- Created an entire configuration menu using the Asterisk framework with Text to Speech capabilities via a phone call to the RPi.

### Software Engineer Intern

CanAssist

Jan 2015 – Apr 2015

Victoria, BC - Canada

Developed an elderly care embedded system which notifies relatives in case of emergency.

- Accomplished a low resource consumption of Raspberry Pi by rotating log using C language and Qt Framework.
- Created an entire configuration menu using the Asterisk framework with Text to Speech capabilities via a phone call to the RPi.

**Achievement:** Finished the project two weeks earlier than estimate.

## EDUCATION

### Machine Learning DevOps Engineer

Udacity

Nov 2021 – Dez 2022 Online

### BEng. Software Engineering

Universidade de Brasilia

Mar 2011 – Jul 2017 Brasilia, 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

Brasilia, DF - Brazil

Discovered an imbalance in the Big Points game using the Minimax theorem and Dynamic Programming techniques in C/C++

## LANGUAGES

Portuguese Mother Tongue

English Fluent

Python Advanced

C/C++ Intermediate

GoLang Basic

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