

MATEUS M. FURQUIM MENDONCA

Machine Learning Engineer & Backend Developer

@ mfurquimdev@gmail.com

+55 (61) 9 8189-2456

[mfurquimdev](#)

[in/mfurquimdev](#)

[mfurquim.dev](#)

EXPERIENCE

Machine Learning Engineer

DevGrid

Jan 2021 – Present

Remote

- Improved the performance in writing to a NoSQL database up to 59% by using unlogged batches and separating the data by the partition keys.
- ...

Embedded Software Developer

Autotrac

Nov 2019 – Aug 2020

Brasilia, DF - Brazil

- ...
- > ...
- > ...

DevOps Consultant

IBM

Jan 2019 – Nov 2019

Brasilia, DF - Brazil

- ...
- > ...
- > ...

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.
- Configured a **Debian** server to capture all network packets in promiscuous mode using **Wireshark** and replay them in a controlled environment.
 - Successfully detected masked malicious network packets using **K-Means clustering** algorithm and distributed processing with **Spark** and **Hadoop**.

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 the **C/C++** language and the **Qt** Framework.
 - Created an entire configuration menu using the **Asterisk** framework with Text to Speech capabilities to be used via a phone call to the Raspberry Pi.

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

- Strive for process efficiency and automation using bash script and CI/CD
- Invest time in eliciting and comprehending the requirements for developing a better solution
- Participated in more than ten programming competitions and fast-paced project development in Hackathons and Game Jams