

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

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