Paule Macedo (Paulo Macedo)

Rio de Janeiro, RJ Brazil • paulo.macedo@aluno.cefet-rj.br • Portfolio • Linkedin • Github

SKILLS

Security & Infra: Linux, Git, Cybersecurity Fundamentals, VMware Workstation, LGPD
Development: Python, Rust, C, C++, Java, JavaScript, Lua, HTML, CSS, Node.js, SQL, PostgreSQL
Soft Skills: Work Ethics, Emotional Intelligence, Teamwork, Organization, Critical Thinking
Languages: Brazilian Portuguese (Native), English (B2)
Others: Figma, Unity, Scrum

EDUCATION

Federal Center for Technological Education Celso Suckow da Fonseca (CEFET-RJ)
*Bachelor of Computer Science - **Expected November 2026***

RELEVANT COURSES [CEFET-RJ]

Computer Science: Algorithms and Data Structures, Computer Networks, Operating Systems
Mathematics: Multivariable Calculus, Linear Algebra

PROFESSIONAL EXPERIENCE

RNP | Undergraduate Researcher | Remote | Rio de Janeiro, RJ | **June 2023 – September 2024**
• Developed applications for immersive TV and Virtual Reality under the TV 3.0 project focused on technological innovation

PROJECTS

TV 3.0 | TV imersiva e Realidade Virtual | **June 2023 – September 2024**
• Utilizei HTML/CSS, Javascript, C++, NCL4 e Lua no desenvolvimento full Stack para TV Imersiva
• Utilizei C#, Unity no desenvolvimento full Stack para Realidade Virtual

CTF | Cybersecurity Challenges | **2024 – Present**
• Solving challenges in areas such as vulnerability exploitation, cryptography, and forensic analysis

Archemy | Linux Installation and Configuration Script | **2024 – Present**
• Package installation using Pacman, Paru, Yay, APT, DNF, or Flatpak
• Automatic detection of package managers
• Developed using Bash

CERTIFICATIONS

EF SET | English Proficiency Certificate – C1 Advanced | **2024 – No Expiration**

TRAINING

Hackers do Bem | SENAI & RNP Superior School of Networks | **80 hours**
General Data Protection Law (LGPD) | Fundação Bradesco | **2 hours**

PUBLICATIONS

SBC | **TV 3.0: A Ginga-NCL and Common Core Webservices Extension for Multidevice Support** | **2023**
• Co-authored technical paper published within the TV 3.0 Project
• Extends the TV 3.0 proposal to enable interactivity with multiple devices connected to the TV