

## Education

---

**Center of Informatics (CIn), Federal University of Pernambuco**, Brasil Jan, 2011 - Dec, 2016  
GPA: 83.1, Bachelor Computer Science

**University Of Liverpool**, Liverpool, United Kingdom Jan, 2014 - Jan, 2015  
Electronic Commerce Computing BSc, Exchange Undergraduate Student  
by Science without Borders

## Skills

---

### Programming

Working experience Java, C# and React/Redux  
Coursework experience Three.js, Python, JavaScript, D3.js, Matlab and Swift  
Some experience Webpack, NodeJS/Typescript, RDF/OWL and Ruby

**Tools** Docker, Kafka, Ranorex, KNIME, Unity, GIT, TFS, PowerShell

**Methodologies** Data & Software Visualization, Scrum, BPMN, CI & CD, Design Thinking

**Languages** Native Portuguese, Advanced English

## Professional Experience

---

**In Loco**, Recife, Brazil - Software Engineer Mar, 2017 - Today

**SUATI**, Recife, Brazil - Software Development Engineer Intern Abr, 2015 - Jan, 2016

Working on internal tools and "GENE" market leader in internal process management of energy market of Brazil, this platform runs in C# and supports Oracle and SQLServer. Also working on a internal project related to Continuous Delivery and UI Automated Tests. Collaborating with my team in the creation of an infrastructure of Continuous Delivery and an infrastructure to write tests, run and build reports. Working with Ranorex platform as part of the project, developing an internal IDE as an extension of Visual Studio to help testers write, maintain and run better tests cases and quickly.

**Stig Co**, Recife, Brazil - CEO & CO-Founder Jan, 2013 - Jan 2014

Startup - Led project management and developing Client/Server iOS Application, running Lean Startup methodology.

**PET-Informática**, Federal University of Pernambuco - Member Mar, 2013 - Jan, 2017

Developing projects (programming, social and environmental) for improving the graduation, department and the community life. Organising workshops, talks, events at the department.

- Organised the national meeting of PETs (ENAPET 2013) groups for 1500 attendees.
- Proposed and organised the Olimpiada Pernambucana de Informatica (Pernambuco Olympiad in Informatics, 2015, 2016). Official website: <http://www.cin.ufpe.br/~pet/opei/>
- Design and developed a Unity (C#) based Game for helping freshers students to get used to some department rules. Available in: <https://github.com/pet-informatica/CinQuest>

## Teaching Experience

---

### **Volunteering Teaching Assistant** at Center of Informatics, Federal University of Pernambuco

Data Visualization	Jan, 2017 - Jul, 2017
Theory of Computation	Jan, 2013 - Jan, 2014
Software Engineering and Systems	Jan, 2013 - Jan, 2014
Statistics and Probability for Computing	Jan, 2012 - Jan, 2013

### **Volunteering Teaching** at PET-Informática, Federal University of Pernambuco

Semiannually teaching Windows, Word, Excel, Powerpoint, Internet for UFPE employees and community people. Oct 2013 - Dec, 2016

Introducing Computer Science and Python for High School students. Jan, 2015

### **Teaching Assistant** at Boa Viagem High School

Lessoning Mathematics and Chemistry 2011 - 2013

## Honours

---

- Brazil Scientific Mobility Program Scholarship Recipient (2014)

## Independent Coursework

---

- Apache Kafka Series - Learning Apache Kafka for Beginners by Stephane Maarek on Udemy
- Big Data, Cloud Computing, & CDN Emerging Technologies by Yonsei University (Coursera)
- Introduction to Software Product Management by University of Alberta (Coursera)
- Como criar um aplicativo para iPhone by Universidade Estadual de Campinas (Coursera)
- Como criar aplicativos com múltiplas telas para iPhone e iPad by Universidade Estadual de Campinas (Coursera)
- Como aprimorar e monetizar seu aplicativo para iOS e Apple Watch by Universidade Estadual de Campinas (Coursera)
- Design Thinking for Business Innovation by University of Virginia (Coursera)