Pedro Henrique Ton Pauletti

Computer Engineer

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https://github.com/pedro-pauletti

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Profile

Graduated in Computer Engineering from the Federal Institute of Education, Science, and Technology of São Paulo - IFSP - Campus Birigui. Researcher and enthusiast in the fields of Machine Learning, Deep Learning, Data Science, and Data Engineering. Competitor in Programming Marathons and Robotics Championships.

Education

2019 – 2023 **Bachelor's degree in Computer Engineering.**
IFSP - Federal Institute of Education, Science, and Technology of São Paulo, Birigui Campus.

Professional experience

Oct 2022 – Apr 2023 **RPA Developer Intern**
Smarthis

Skills

Data Science (Programming in Python and SQL, Machine Learning, Deep Learning, Statistics, Exploratory Data Analysis, Big Data, Natural Language Processing, Computer Vision, Data Mining, Supervised and Unsupervised Machine Learning, Data Visualization, Statistical Inference, Development of Predictive Models, Time Series Analysis, TensorFlow, PyTorch.)

Data Engineering (ETL, Apache Spark, Data Modeling, Data Streaming, Real-time Processing, Pipeline Development, Data Quality, Data Integration, Data Architecture, Cloud Computing, Mlflow.)

Idiomas

Portuguese ●●●●●

English ●●●●○

Spanish ●●○○○

Academic Projects

Dec 2023

SocialEar: Integration of Machine Learning Models to Enhance Accessibility for the Hearing Impaired.
Undergraduate Thesis
Description: The main objective of this project is to develop SocialEar, a web application that utilizes audio processing techniques and machine learning to classify sounds into social events and provide a visual representation of these sounds for people with hearing impairments. SocialEar aims to enhance accessibility and participation for individuals with hearing impairments in social environments, fostering a more inclusive and interactive experience.

Oct 2021 – Nov 2022

Help Vision - Virtual Reality Application for Assisting Individuals with Low Vision
PIBFISP Fellow - Research Project
Description: The project aims to research the use of virtual reality in a pedagogical context, with the goal of developing a low-cost solution through a mobile application for Android devices to assist individuals with low vision who are visually impaired.

Awards

Mar 2023

South America Brazil Finalist ICPC (International Collegiate Programming Contest) - XXVll Maratona de Programação SBC

Aug 2022

2nd Place (Honorable Mention) in the Mercosur Science and Technology Award 2021
The project developed during scientific initiation at IFSP - Federal Institute of Education, Science, and Technology of São Paulo, Campus Birigui, called 'Help Vision - Virtual Reality Application for Assisting Individuals with Low Vision,' received an honorable mention in the 2021 Mercosur Science and Technology Award. The theme of this edition was Assistive Technology.

Nov 2019

3rd Place - 4th TRIF 2019 (Federal Institute Robotics Tournament) - Line-Following Robot Race.

2nd Place - V INTERIF 2022 and 2023 (Federal Institute Programming Marathon).

Courses

Introduction to Python with Data Science
IFSP - Federal Institute of Education, Science, and Technology of São Paulo, Birigui Campus.

Investments in Financial Markets - Module 1
UNICAMP

Deep Learning Prático com TensorFlow e Python

Artificial Intelligence Training - Cycle 1 (TIC - AI Residency)
UNICAMP

PyTorch for Deep Learning and Computer Vision
Udemy

Generative AI Fundamentals
DataBricks

Natural Language Processing: NLP With Transformers in Python
Udemy

Introduction to PySpark
Datacamp

Introduction to MLflow
Datacamp

Supervised Learning with scikit-learn
Datacamp

Machine Learning for Business
Datacamp