Pedro de Souza Queiroga

Software Engineer

((•)) *(81) 9 9751 0910*
✉ *pedrosqueiroga@gmail.com*
☺ *pedroqueiroga*
✍ *pedro-queiroga*
in *Pedro Queiroga*

Employment

Mar 2024 — **Programming Teacher**, *Part time*, Centro Cultural Grupo Bongar Guitinho da Xambá.
I created programming workshops based on functional programming to teach fundamental concepts of computational understanding, fostering the creative thinking necessary to develop logical reasoning in the field of computing. Through practical activities and engaging projects, participants learn about functions, recursion, immutability, and other fundamental programming concepts.

Nov 2021 – May 2024 — **Software Engineer**, *Full time*, Centro de Estudos e Sistemas Avançados de Recife.
I developed microservices, web applications, with emphasis on frontend using Angular; I've developed gitlab CI/CD pipelines for company projects; Suggested and integrated marge-bot in gitlab repositories for our projects; Developed for the backend using Spring Boot, MySQL; Developed terraform scripts to orchestrate amazon AWS deployments; Worked with many AWS products, mainly configuring CloudFront and S3 to serve SPAs; Collaborated with international teams and delivered clear presentations in English.

Oct 2020 – Nov 2021 — **Software Engineer**, *Internship*, FAST Soluções.
Gained work experience in TypeScript, Angular, Java, Spring Framework and Amazon AWS; Did automation with Bash and Python to help ease the experience of incoming colleagues; Was a part in developing stronger documentation methods; Tutored colleagues on reactive programming with rxjs and Angular, including showing and discussing how to solve some concurrency issues we were having.

Aug 2018 – Jul 2020 — **Undergraduate Research Fellow**, *Part time*, CNPq.
Undergraduate research fellowship at CNPq, research project on code comprehension in JavaScript. Contributed to the published article: An Investigation of confusing code patterns in JavaScript.

Projects (title contains link)

Movie Schedule Website — This project uses TESSERACT OCR to scan the available movie schedule at another website and generates an HTML version of it on-the-fly, if an up-to-date one does not already exist, which is intended to help blind people navigate. Stack: Phoenix, HTMX, Docker, GCP

Code Judge — Online Judge for competitive programming. Coursework for Systems and Software Engineering. Stack: Go, React, Selenium.

Object Rendering — Program that renders objects and allows to rotate them in any of the three axis. Coursework for Graphics Processing. Made in JavaScript, a version using canvas and another WebGL.

Anota — Android App that reads the QR code emitted by invoices in Brazil. Compares price for the same list of items in others supermarkets. Coursework for Project Development. Native android and Firebase.

Chess bot — Haskell chess bot, coursework for Functional Programming. Implements minimax with pruning. Allows player vs player, CPU vs player and CPU vs CPU.

Chatbots — Discord chatbots, one using node.js and another in Python. Plays tic-tac-toe and allows users to request songs.

Skills

Angular, Git, TypeScript, Java, Python, HTML, CSS, Elixir, Phoenix, Docker, Amazon AWS, C, SQL, Haskell, Node, React, Spring, GCP, Android, Arduino UNO, Django, Flask, Go, Heroku, MongoDB, React Native, Scala, HTMX, Microservices

Languages

English (advanced), Portuguese (native)