Manoel Vilela Machado Neto

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EDUCATION

Instituto Tecnológico de Aeronáutica (ITA) — São José dos Campos, São Paulo
Masters Computer Engineering — Aug 2023 - Jul 2026

Universidade Federal do Ceará (UFC) — Sobral, Ceará
BS Computer Engineering *GPA: 7.83* — Aug 2016 - Dec 2023

Universidade Federal do Pará (UFPA) — Tucuruí, Pará
BS Computer Engineering *GPA: 9.0* — Aug 2014 - Jun 2016

WORK EXPERIENCE

Neoway | Uma Empresa B3 — Florianópolis, SC
Machine Learning Engineer — Jan 2020 - Present

- Build a proprietary Feature Store integrated with multiple corporate components.
- Build a high-performance system for batch data indexing with multi-sink through Apache Kafka with destinations such as BigQuery/Mongo/ElasticSearch/Postgres.
- Build a large-scale data pipeline, feature engineering, and models through Airflow.
- Build a Google Dataproc cluster management system for experimentation environment.
- Build a apache spark job management system via k8s triggered by API.

Neoway | Uma Empresa B3 — Florianópolis, SC
Data Scientist — Fev 2018 - Jan 2020

- Build a PDF parser to extract public entites from Diário Oficial of Justice from some states. The model will extract like: laywers names, its ids and processes ids.
- Build a temporal model to classify the probability of a company being bankrupt in the next 3 months based on temporal features of today and the past.
- Build a Natural Language Processing model to extract public designations/exoneration from Diário Oficial da União Section from the public site imprensanacional.gov.br
- Build a datascience template using top-notch Software Engineering practices.

Nexus Edge — São Paulo, SP
Machine Learning Engineer — Aug 2015 - Aug 2016

- Build a model to classify comments of Facebook posts based on Natural Language Processing and Machine Learning techniques using Neural Networks.
- Explore unsupervised models to topic modelling and topic extraction: LDA, Word2Vec, K-Means and others.
- Modelling a system for spellchecking based on a natural language graph of Portuguese using Neo4j.

SKILLS

Programming Languages:	Python, Common Lisp, C, Go
Tools & Libraries:	Docker, Emacs, Spark, Pandas, GCP, CatBoost, NLTK, FastAPI, Click
Domain Knowledge:	Natural Language Processing, Machine Learning, Mathematics, Operating Systems

PROJECTS

Lisp Inference *Common Lisp, Reblocks* — https://logic.manoel.dev/
An Inference Engine based on Propositional Calculus written in Common Lisp

Lisp Chat *Common Lisp, Usockets, SBCL* — http://github.com/lisp-chat
An experimental chat system written in Common Lisp

U-root *Go, Linux* — https://github.com/u-root/u-root
A fully Go userland! u-root can create a root file system (initramfs) containing a busybox-like set of tools written in Go.

mal *Python, argparse, requests, decorating* — https://github.com/ryukinix/mal
A CLI tool for management of MyAnimeList

Decorating *Python* — https://github.com/ryukinix/decorating
A library to use Python decorators for terminal animation