# Manoel Vilela Machado Neto

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## Education

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

Aug 2016 | BS in Computer Engineering, Universidade Federal do Ceará (UFC), GPA:

Dec 2023 7.83, Sobral, Ceará.

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

# Work Experience

Jan 2020 – Machine Learning Engineer, Neoway | Uma Empresa B3, Florianópolis, SC.

- 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.

Fev 2018 – Data Scientist, Neoway | Uma Empresa B3, Florianópolis, SC.

- 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.

Aug 2015 – Machine Learning Engineer, Nexus Edge, São Paulo, SP.

- 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

Languages

Programming Python, Common Lisp, C, Go

Tools & Docker, Emacs, Spark, Pandas, GCP, CatBoost, NLTK, FastAPI, Click Libraries

Domain Knowledge

Natural Language Processing, Machine Learning, Mathematics, Operating Systems

# Projects

# Lisp Inference, Common Lisp, Reblocks.

An Inference Engine based on Propositional Calculus written in Common Lisp <code>https://logic.manoel.dev/</code>

## Lisp Chat, Common Lisp, Usockets, SBCL.

An experimental chat system written in Common Lisp http://github.com/lisp-chat

## U-root, Go, Linux.

A fully Go userland! u-root can create a root file system (initramfs) containing a busybox-like set of tools written in Go.

https://github.com/u-root/u-root

mal, Python, argparse, requests, decorating.

A CLI tool for management of MyAnimeList https://github.com/ryukinix/mal

## Decorating, Python.

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