

SAMUEL PINHEIRO

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Software Development ♦ Product Engineering ♦ Solution Design

Software development professional with training and experience in contributing to various phases of the software development life cycle (SDLC) for new applications and enhancements to existing software. Skilled in using Agile methodologies in the development and testing phase of software development, quality assurance, and solution design. Exceptional communication and project management skills with the ability to work independently or as part of a cross-functional team.

EDUCATION

NORTHEASTERN UNIVERSITY – Boston, MA

Sep 2015 - Aug 2019

Bachelor of Science (B.S.), Computer Science - GPA 3.46 / Major GPA 3.60

Relevant Coursework: Programming, Languages, Game AI, Web Development, Networks and Distributed Systems, Computer Systems, Database Design, Software Development, Algorithms and Data, Object-Oriented Design and Theory of Computation

Core Competencies:

- Software Development
- Database Design
- Cross-Functional Collaboration
- Object-Oriented Practices
- Platform Automation
- SDLC Management
- Product Development
- Data Processing
- Programming
- Connectivity Solutions
- Design System Configurations
- Software Project Management

PROFESSIONAL EXPERIENCE

SCHONFELD STRATEGIC ADVISORS, New York, NY

Jul 2018 – Dec 2018

PROGRAMMER, DATA ANALYST

Worked on development projects involving automation, data processing, visualization, and analysis for an investment advisor firm.

- Managed multiple technical projects simultaneously while prioritizing based on evolving firm needs
- Executed a wide range of data science duties primarily involving the use of Python (pandas), SQL, Q, and Excel
- Updated and maintained company data, and designed streamlined processes / automation for legacy code

CHARLES RIVER DEVELOPMENT, Burlington, MA

Jan 2017 – Jun 2017

SOFTWARE ENGINEER

Wrote programs in Java/C# on a large existing code base, gaining experience with Perforce and Ant for an investment solutions provider managing more than \$25 trillion in assets in the institutional investment, wealth management, and hedge fund space.

- Learned software and engineering management strategies; provided technical and systems design support in the architecture, development, implementation, testing, and deployment of software applications
- Created and executed Java unit and automation tests within framework
- Validated system enhancements, fixes, and user processes; expedited employee workflows with utilities
- Maintained development and test environments by upgrading and maintaining databases and servers

NORTHEASTERN UNIVERSITY, Boston, MA

Jan 2017 – Jul 2019

TEACHING ASSISTANT

Taught fellow classmates Java, Object-Oriented Design, and teamwork as well as the understanding of design patterns.

ENGINEERING PROJECTS

ADVENTURE GAME (ONGOING)

Leading development team for interactive adventure game using Ren'Py engine built with Python. Wrote script and code.

DISTRIBUTED KEY-VALUE STORE

Implemented a version of the Raft Consensus Algorithm that still works in lossy and unreliable networks.

MUSIC EDITOR

Developed music editor in Java using Model-View-Controller pattern and Object-Oriented practices. Created multiple views for playing songs and allowing users to edit them in real-time.

AI TETRIS GAME

Developed a variation of a Tetris game in Java framework that utilized Decision Tree Learning to assign various "personalities".

TECHNICAL SKILLS

LANGUAGE SKILLS - Java, Python, C#, SQL, Q (KDB), JavaScript, ReactJS

SOFTWARE SKILLS - Eclipse, IntelliJ, Visual Studio, Git, MobaXterm, Control-M, AWS (taking course)