GLQ

GUS LOPES QUEIROZ
GEOLOGIST & GIS SPECIALIST | GUSLQ.COM

ABOUT

I am a geologist and an MSc Geography student at the University of Calgary (UofC). Since my undergrad I have been interested in geospatial studies involving computer processing and complex algorithms. I am a self-taught programmer proficient in multiple programming languages, having developed several geospatial tools including knickpoint finder, a tool for applied geomorphology and neotectonics.

TECHNICAL SKILLS

- GIS & ArcPy
- Python
- C#
- JavaScript
- HTML, CSS
- R
- MATLAB
- Machine learning
- Photoshop
- 3D modelling
- Unity

EXPERIENCE

TEACHING AND RESEARCH ASSISTANT • UOFC • 2018 - PRESENT
Teaching and marking assignments. Programming applied to GIS, statistics and machine learning. Academic writing and publication.

INTERN IN MINERAL EXPLORATION • VOTORANTIM • 2014 - 2015
Geologic mapping, ore modelling, writing reports, database construction and maintenance, software development.

STUDENT RESEARCHER • UNIVERSITY OF CALGARY • 2014
Fieldwork and lab assistance, database development, UAV flight planning, software programming for GIS and applied geosciences.

STUDENT RESEARCHER • UFPR • 2012 - 2013
Fieldwork and lab assistance, writing, GIS analysis and coding.

EDUCATION

**MSC IN GEOGRAPHY • AUGUST 2019 •
UNIVERSITY OF CALGARY**
Graduate studies focusing on remote sensing and GIS science at the department of Geography. My thesis is entitled "Remote Sensing of Coarse Woody Debris in Woodland Caribou Habitat".

**BSC IN GEOLOGY • JANUARY 2016 •
UNIVERSIDADE FEDERAL DO PARANA**
During my geology undergrad in Brazil I developed four geospatial tools which led to two published papers as main author and two papers as secondary author.

EXTRA

When not at work, I enjoy cycling, camping and socializing with friends in lively sessions of board games. I occasionally participate in game making marathons, having been involved in seven such events since 2013.

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