



GUS LOPES QUEIROZ

PROGRAMMER & SPATIAL SCIENTIST | 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 as well as 2D and 3D small games of a variety of genres.

TECHNICAL SKILLS

- Python
- GIS & ArcPy
- C#
- R
- HTML, CSS, Javascript
- Database Query
- Machine learning
- MATLAB
- 3D modelling
- Photoshop

EXPERIENCE

RESEARCH AND TEACHING ASSISTANT • UOFC • 2017 - PRESENT

Geographical information systems, statistics and machine learning programming. Academic writing and publication. Teaching labs and marking assignments.

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 computer vision applied to forest mensuration on the boreal forest. My thesis is entitled "Remote Sensing of Coarse Woody Debris in Woodland Caribou Habitat".

Awards (Fall 2018): Department of Geography 56th Annual Conference - Best Student Presentation Runner Up • Graduate Students' Association - Professional Development Grant and Graduate Travel Award.

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 participated in eight such events since 2013.



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