Tiago Lima Marinho

Software developer with experience in native mobile development and currently, focusing on web development using NodeJS and ReactJS. Enthusiastic about competitive programming, participating in some Latin American finals, focusing on C++, data structure, algorithms and mathematics.

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EXPERIENCE

Centro de Inovação EDGE, Maceió-AL — Software Developer

06/2019 - CURRENT

The EDGE is part of the Institute of Computer, of the Universidade Federal de Alagoas. EDGE leaders have a history of partnering with companies and developing research and innovation projects.

Skills:

- Design patterns
- Kotlin
- Iava
- Mobile development
- Github

ESC Laboratory, Maceió-AL — Software Developer

2016 - 2019

A mobile application was created to assist in the prevention of type 2 diabetes, where through variables that users registered, it was possible to make an analysis and show to the user, if he had a tendency to become diabetic or already was one. The application result was published in the Brazilian Symposium on Computing Applied to Health (SBCAS).

Skills:

- Mobile development
- Tava
- Github
- Man-machine interaction
- Artificial intelligence

SKILLS

Communication

Critical Thinking

Public Speaking

Teamwork

Problem-solving

Programming Languages

- 1. C++
- 2. C
- 3. Java
- 4. Kotlin
- 5. Javascript
- 6. Python
- 7. HTML/CSS

Technical

- 1. Machine Learning
- 2. Man-machine interaction
- 3. Github
- 4. Web development
 - a. ReactJS
 - b. NodeIS
 - c. Flask
- 5. Algorithms
- 6. Data Structures
- 7. Data science
 - a. Pandas
 - b. Numpy
 - c. Scikit-Learn
 - d. Seaborn

EDUCATION

Universidade Federal de Alagoas, Maceió-AL— Bachelor's degree, Computer Science

2015 - 2019

Universidade Federal de Alagoas, Maceió-AL — *Master's degree*

2020 - CURRENT

In the area of machine learning with the theme: use of meta-learning to optimize hyperparameters.

COURSES

Rocketseat: GoStack Bootcamp, Rio do Sul - SC

2020 - CURRENT

Bootcamp focused on full stack development, using: ReactJS, NodeJS and React Native.

Android for Beginners, Maceió - AL —Google Developers Group

2016

PROJECTS

Pacman with artificial intelligence

A genetic algorithm was used in the pacman's enemies, so that he could make better decisions during the game.

Skills:

- C
- Artificial Intelligence

Project: https://github.com/tiagomariinhoo/Pacman-IA2

DevRadar — Omnistack 10.0 course

Aims to connect close developers who work with similar technologies.

Skills:

- ReactJS
- NodeJS
- React Native

Project: https://github.com/tiagomariinhoo/Omni-10

AWARDS

26th Place at 2019 Brazilian ACM ICPC Regional Programming Contest

91st Place at 2018 South America Brazil (First Phase), ACM ICPC Regional Programming Contest

Honorable Mention at Latin America Regional Contest Brazilian Finals at 2017, ACM ICPC

LANGUAGES

Portuguese

English