Weslley Batista

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EDUCATION

University: Federal University of Pelotas (UFPel) - Computer Engineering

Period: 2025 - 2030 (estimated)

Experience

Period: Jan 2000 — Dec 2000 Employer: Company, Country Job Title: Software Engineer Technology: Languages, Tech Stack

Description:

Projects

Project: Machine Learning Projects

Link: https://github.com/weslleyskah/machine_learning_projects

Description: Regression task, from the book "Hands on Machine Learning", to predict

the median house price values of thousands of districts from the state of

California, USA 1990.

Regression task to predict the protein values of thousands of food items

acquired from the U.S Department of Agriculture.

Project: Path Tracer

Link: https://github.com/weslleyskah/path_tracer_vulkan

Description: A small implementation of a path tracer from the project VK Mini Path

Tracer of NVIDIA's public repository, using C++, GLSL, Vulkan and

NVIDIA's graphics helper libraries.

SKILLS

Area of Interest: Machine Learning, Computer Graphics **Technology:** python, C++, Git, Visual Studio

LANGUAGES

Portuguese (Native), English (Proficient).