thiago.veras.machado@gmail.com

EDUCATION

University of Brasilia

Bachelor of Computer Science

WORK EXPERIENCE

VTEX

Software Engineer Intern

- · Implemented a core feature in the Devtools team in VTEX IO Cloud development platform;
 - That feature improves the client experience in E-commerce Website creation. Tangled 2 languages: Typescript and C#.

IBM

Software Engineer Intern

- Developed a WebSocket Client and Server that handles the communication between services on the authentication process into a cluster;
- Integrated ORY Keto Server into Sandman Login project. Voluntarily studied and proposed how Keto Server would solve the project permissions;
- · Refactored Go Horse Proxy project entirely. Solved bugs and consolidate Go Modules.

MAJOR PROJECTS

DragonT Platform

A platform that helps students to study and monitor their progress in the course. Helps teachers by generating automatic reports.

- Designed and developed the API that manages the platform data. Reduced sub-exams correction time by 98.89% (3hrs to 2min);
- Developed the backend as a RESTful API based on Go and MongoDB;
- Coached a team of **3** developers. Motivated and helped the programmers by reviewing code and providing feedback.

Health News Search Software

Software that improves the health monitoring events nationwide and worldwide.

- Software created to search the web and rank the most recent news that contains relevant information;
- Implemented the algorithm in Python that scores the news based on keywords;
- Revolutionized the clipping method. Improved the production time by 92.5% (40hrs to 3hrs).

EXTRACURRICULAR ACTIVITIES

- Qualified to ICPC World Finals 2020 in Russia. South America/Brazil Finals 4th Place;
- · ICPC Brazilian Regional: 10th Place 2017, 5th Place 2018, 1st Place 2019 | 7th Place Brazil among 722 competitors;
- Computer Science Olympiad: 1st Place in the first and second phase;
- Co-created a competitive programming course at University of Brasilia. Volunteered to lecture the course for more than **50** students.

TECHNOLOGIES

SKILLS

PROGRAMMING LANGUAGES

Go, JavaScript, C++, Python, TypeScript, Java, C#, Ruby, Scala

Docker, Git, Node.js, MongoDB, Kubernetes, Docker Swarm

RESEARCH

DragonT Platform

Competitive programming: A teaching methodology analysis applied to first-year programming classes

- Collaborated in a B2 paper about how competitive programming methodology influences freshmen students at University of Brasilia.
- · Paper accepted in FIE 2019 Doctoral Symposium, Cincinnati, Ohio, USA.

Rio de Janeiro, RJ, Brazil

GPA 4.34/5.00

Graduating in December 2020

Summer 2020

Brasilia, DF, Brazil

July 2019 - December 2019

September 2018 - December 2018

January 2018 - January 2020

July 2019 – December 2019