

- Full-stack developer with over 11 years of experience on web, mobile and desktop with focus on user experience.
- Extensive experience in the full software development life cycle using agile methods.
- Managed 5-10 people teams to complete over 50 software development projects.
- Self-motivated and quick learner that adapts easily to new processes, latest technologies and trends.
- Speaks English (advanced - IELTS Score 7.0), French (intermediate - TCFQ Score B1/B2) and Portuguese (native).

EDUCATION

- Jul 2015
Salvador, Brazil
- MASTER'S DEGREE IN COMPUTER SCIENCE** - FEDERAL UNIVERSITY OF BAHIA
- Thesis: Gamifying user interaction to increase collaboration: the G.A.M.E. conceptual framework.
- Feb 2010
Salvador, Brazil
- BACHELOR'S DEGREE IN COMPUTER SCIENCE** - FEDERAL UNIVERSITY OF BAHIA
- Final Project: Novo Aeon – A development environment for computer vision.

WORK EXPERIENCE

- Sep 2015 · Dec 2016
Vancouver, Canada
- SOFTWARE DEVELOPER** - AYOGO HEALTH
- Developed and maintained 5 web and mobile gamified applications through agile methods and continuous integration including code review and unit testing.
 - Maintained and improved the company's analytics system that provides data for internal user behavioral research.
- Technologies : *Javascript, Typescript, AngularJS, NodeJS, Ruby on Rails, Java, Objective C, MySQL.*
- Feb 2014 · Aug 2015
Salvador, Brazil
- SYSTEMS ANALYST** - SINERGIA GAMES
- Was the lead game developer in a team of 10 with different backgrounds.
 - Designed and developed 6 casual games published in Apple Store and Google Play.
 - Designed and prototyped 2 serious games for business education.
- Technologies : *Construct2, Intel XDK, PHP, MySQL, Amazon Web Services (AWS).*
- Aug 2009 · Aug 2015
Salvador, Brazil
- DIRECTOR, CO-FOUNDING PARTNER AND PROJECT MANAGER** - APIMENTI
- Managed a team of 5 developers in the analysis, development and maintenance of over 50 web and mobile projects.
 - Managed using agile methods a team of 5 developers in the analysis, development and deployment of FazDelivery - a web application to sell and buy delivery products.
 - Analyzed, implemented, deployed and maintained a web application that measures, processes and communicates financial information for companies - Agilize Online Accounting.
 - Designed, executed, monitored and integrated processes (BPM) with a client application.
 - Presented company's services to potential clients.
 - Presented and trained clients on the use of developed software.
 - Trained 5 Sinergia Games employees on game development using Construct2.
- Technologies : *PHP, Javascript, Java, C#, ASP.NET, Typo3 Flow, CakePHP, AngularJS, ExtJS, Sencha Touch, JQuery, .NET, Drupal, Wordpress, Doctrine, MySQL, Oracle, PHPStorm, Eclipse, Visual Studio 2005, Camunda BPM, Bonita Open Solution, Amazon Web Services (AWS), Facebook API, Twitter API, Construct2.*

- Jun 2008 · Oct 2009
Salvador, Brazil
- SYSTEMS ANALYST** - FOCO|PM - PROJECT MANAGEMENT
- Designed the user experience and user interface, prototyped, developed, maintained Integra|PM - a web application for project management covering all aspects of the PMBOK including projects, tasks, people and meetings management.
- Technologies : *C#, ASP.NET, Javascript, .NET Framework, ExtJS, Telerik, SQL Server 2005, Visual Studio 2005.*
- Mar 2007 · Feb 2008
Salvador, Brazil
- PROGRAMMER** - GEOTECHNICAL LABORATORY OF FEDERAL UNIVERSITY OF BAHIA
- Researched, analyzed and implemented a desktop application to detect, count and classify vehicles using computer vision-based learning and fuzzy logic.
- Technologies : *Python, OpenCV, PIL, wxWidgets.*
- Jun 2003 · Feb 2005
Salvador, Brazil
- PROGRAMMER INTERN** - GEOTECHNICAL LABORATORY OF FEDERAL UNIVERSITY OF BAHIA
- Programmed a web application to support geotechnical tests.
- Technologies : *PHP, MySQL, PostgreSQL, PostGIS, AutoCAD.*

VOLUNTEER

- Apr 2004 · Dec 2009
Salvador, Brazil
- CO-FOUNDING MEMBER** - INDIGENTE - GAMES R&D GROUP OF FEDERAL UNIVERSITY OF BAHIA
- Participated through weekly collaboration on design and programming of over 10 games.
 - Sketched and modeled 3D characters and objects, designed levels, created textures, and built user interfaces of the games.
 - Implemented the audio module of InGE - Indigente Game Engine.
 - Awarded on 2 editions of SBGames - Brazilian Symposium of Games.
- Technologies : *C++, Python, C#, OpenGL, OpenAL, SDL, Indigente Game Engine, Blender Game Engine, Quake III Arena Engine, Unity 3D, Adobe Photoshop, Blender 3D, 3D Studio Max.*

SKILLS

Programming	<i>JavaScript, PHP, C#, C++, C, Java, Objective C, Python, Ruby.</i>
Framework	<i>AngularJS, ExtJS, Sencha, JQuery, Typo3 Flow, CakePHP, .NET, Rails, Web2Py, Doctrine.</i>
Database	<i>MySQL, SQL Server, Oracle, PostgreSQL.</i>
Library	<i>SDL, OpenGL, OpenCV, OpenAL.</i>
Game Engine	<i>Construct2, Quake III Arena Engine, Blender Game Engine, Unity 3D.</i>
Software	<i>Microsoft Visual Studio, NetBeans, PHPStorm, Eclipse, Bonita Studio, Bizagi, Adobe (Photoshop, Illustrator, Premiere) 3D Studio Max, Blender 3D.</i>
Concept	<i>Object Oriented Programming, Domain Driven Design, Test-driven Development, Design patterns, Agile Methods, Computer Vision 2D and 3D, Computer Vision and Image Processing.</i>

INTERESTS

Games Development, Web Development, Gamification, Human-Computer Interaction, User Experience, User Interaction, Usability, Computer Graphics, Computer Vision, and Music.