Bruno Mendes de Souza Curriculum Vitae

Experience

Ago/2022-Present Jun/2019-Dec/2021

Software Developer, Engineering Simulation And Scientific Software - ESSS, Brazil

Developing applications for analysis, simulation and diagnosis of problems for oil and gas wells in real time, being used in the drilling, completion and production phases. The projects are built in cooperation with oil companies, using technologies such as Angular, Python, Tornado, SQLAlchemy, Oracle and PostgreSQL, in addition to Scrum, Kanban, automated tests, continuous integration and GIT.

Jan/2022-Ago/2022

Software Engineer, Azos Seguros, Brazil

Working on the Internal Tools squad, developing tools and services to assist and serve other squads. The projects are built with Python, FastAPI, MongoDB and Google Cloud Platform, in addition to Kanban, automated tests, continuous integration and GIT.

Education

Mar/2018–Jun/2019 Master's Degree in Information Systems, Polytechnic Institute of Bragança - IPB, Bragança, Portugal

Feb/2014–Jun/2019 Bachelor's Degree in Computer Science, Federal University of Technology - Parana - UTFPR, Campo Mourão, Brazil

Publications

[de Souza et al., 2019]

de Souza, B. M., de Castro Lopes, R. P. S., and Almeida, M. S. (2019). Um jogo de gestão de caos para aprendizagem informal. International Conference on Innovation, Documentation and Education - INNODOCT, pages 1117-1124.

[de Souza et al., 2021]

de Souza, B. M., de Castro Lopes, R. P. S., and Almeida, M. S. (2021). A Decision Game for Informal Learning. In Proceedings of the 13th International Conference on Computer Supported Education - Volume 1: CSEDU,, pages 360-367. INSTICC, SciTePress.

[Wessel et al., 2018]

Wessel, M., de Souza, B. M., Steinmacher, I., Wiese, I. S., Polato, I., Chaves, A. P., and Gerosa, M. A. (2018). The Power of Bots: Characterizing and Understanding Bots in OSS Projects. Proceedings of the ACM on Human-Computer Interaction - CSCW, 2(182):1–19.