# MATERIAL EXTRA

W HILLIAM

Template de currículo

Conteúdo Exclusivo





# Yure Pablo do N. Oliveira

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#### **EXPERIENCE**

#### Software Engineer - Bhub

JAN. 2023 - Present

- Bhub is one of the 10 most innovative companies in Brazil, as recognized by Forbes.
- Automated the record of payments, increasing by 20% the volume of payments processed by the operator.
- Engage in meetings with operators to observe their workflow, identify pain points, and propose tech-based solutions to boost their efficiency.

# Software Engineer Intern - Amazon UK

AUG. 2022 - NOV.2022

- There are more than 200 devices available that are configured manually to be tested by Prime Video SWEs.
- Created an Image Processing feature that detects incorrectly configured device settings, ensuring reliable testing.
- Designed the classes structure and data models to allow scalability, enabling seamless integration of new device models.

#### Software Engineer Intern - VTEX BR

JUN. 2022 - AUG. 2022

- Developed a VTEX IO app to update payment methods data, reducing the deployment time from hours to minutes.
- Modeled the data to eliminate redundancy and remove unnecessary fields or rarely used fields.
- Documented each field, simplifying the process of creating new payment methods.

## Researcher - Scientific Initiation Scholarship

FEB. 2020 - JAN. 2021

# São Paulo State Research Support Foundation (FAPESP), São Carlos - SP, Brazil

- Improved "projetoÉden" educational game with Unity Engine for easier learning of introductory programming content.
- Implemented a hint system using a stack to prioritize tips on latest errors, increasing user satisfaction by 77%.
- Presented <u>paper</u> at XX SBGames, the largest academic event in Latin America for games.

#### **EDUCATION**

# Bachelor of Computer Science, GPA 9.0 / 10.0 (26th out 118), Dean's List once

FEB. 2019 - DEC. 2023

University of São Paulo (USP), São Carlos — SP, Brazil

## Associate of Applied Science in Information Technology, GPA 9.1 / 10.0

FEB. 2015 - JAN. 2019

Federal Institute of Education, Science and Technology of Bahia (IFBA), Jacobina - BA, Brazil

# **PROJECTS**

#### How to Get an Offer (HTGO)

A programming course to help Brazilian people to join big tech companies with 7 clients so far and 2000+ Instagram followers.

#### **Spotify Group Blend**

A model using K-Means clustering algorithm to create a shared playlist that represents the musical preferences of a group.

#### **ProgBat Game**

Semifinalist app of Campus Mobile 2022 that implements programming lessons in a gamified way using React and Next.js.

#### SKILLS

Tools: C, Java, C++, C#, Javascript, Typescript, Python, SQL, MySQL, Git, Unity, AWS, React, Flask, Pytest, Docker

Languages: Brazilian Portuguese (Native); English (Advanced)

# ADDITIONAL EXPERIENCE AND AWARDS

Mentee - Facebook LATAM Tech Mentorship	NOV. 2021 - MAR. 2022
Global Nominee Team - NASA International Space Apps Challenge	OCT. 2021
Top 30 Entrepreneurs (out of 1700) – Radar Empreenda Santander	JUN. 2021 - SEP. 2021
Class Tutor - Codifique - Programming Logic for High School Students	MAY. 2021 - JUN. 2021
Top 5 (out of 36 teams) – Mentor in hackathon for kids	JUN. 2019
Hackathon Winner Team (out of 15) - Facebook São Paulo & CodeLab Initiative	APR. 2019