

Victor da C. Luna Freire victorclf.com victorclunafreire@gmail.com

SUMMARY

Full Stack Software Engineer from Paraíba, Brazil

Main Technologies: Python, JavaScript, TypeScript, React, Redux, HTML, CSS, AngularJS, Node.js, Express.js, Java, Oracle, SQL, PL/SQL

EDUCATION

PhD, Computer Science

Federal University of Campina Grande (UFCG) 2017 - 2021

- [Created](#) (1) a model of software design discussions during code review and (2) an automated classifier of design discussions with data from the Apache Software Foundation.
- [Published](#) and presented a paper at the SOFSEM 2018 conference in Austria.

[Data Mining](#), [Machine Learning](#), [Natural Language Processing](#), [Scikit-learn](#), [Numpy](#), [Pandas](#), [Jupyter](#), [OSS](#), [Grounded Theory](#)

MSc, Computer Science

Federal University of Campina Grande (UFCG) 2014 - 2016

- Created [JClusterChanges](#): a FOSS implementation of the ClusterChanges static analysis technique for finding and splitting independent changes in pull requests.

[Java](#), [Eclipse Java Compiler](#), [Python](#), [CherryPy](#), [JavaScript](#), [CSS](#), [HTML](#), [R](#), [Github](#), [Open Source](#)

BSc, Computer Science

Federal University of Campina Grande (UFCG) 2009 - 2013

- Best GPA of 1st semester of 2013 graduates. GPA: 8.81 (10-point scale).
- High grade in POSCOMP 2013 (exam required by Brazilian universities for graduate admissions). I scored 51 out of 70 points, while the mean score was 30.7 ± 8.2 .

[Python](#), [Java](#), [C](#), [C++](#), [SQL](#), [PL/SQL](#), [UML](#), [OCL](#), [PostgreSQL](#), [MongoDB](#), [Java ME](#), [Android](#), [Pygame](#), [SDL](#), [OpenGL](#), [Linux](#), [Bash](#), [Git](#), [Mercurial](#)

EXPERIENCE

Project Manager (25 to 30 hours/week)

ePol project at Software Practices Laboratory (UFCG) Jan 2019 - Jun 2019

- ePol is a system for managing police inquiries developed with the Federal Police; today, ePol is used in more than 95% of their inquiries.
- Managed about 20 student engineers (e.g. task management, unblocking, training, perf reviews);
- Responsible for production issues;
- Discussed requirements, issues and priorities with Stakeholders;
- Collaborated with the Ops team from the Federal Police to solve deployment issues;
- Organized activities for knowledge transference from the university to a private company.

[Project Management](#), [Scrum](#), [Agile](#), [Knowledge Transfer](#), [Requirements Engineering](#), [CI/CD](#), [TDD](#)

Software Engineer (20 hours/week)

ePol project at Software Practices Laboratory (UFCG) Apr 2017 - Dec 2018

- Part of a team with about 20 undergraduate and graduate students;
- Developed new features, fixed bugs, validated changes with on-site customers, helped colleagues, estimated tasks, reviewed code and discussed design and architecture;
- Wrote a custom TinyMCE plugin for variable merging, which had high user approval;
- Advocated use of ES6 / ECMAScript 2015;
- Had full stack experience: from database schema definition to form design in the web client.

JavaScript, AngularJS, Karma, Mocha, Chai, Sinon, Selenium, Java EE, RESTEasy, Infinispan, Hibernate, Liquibase, Oracle, PL/SQL, Docker, Node.js, Bash, Linux, Agile, TDD

Software Engineer (20 hours/week)

ePol project at Software Practices Laboratory (UFCG) Apr 2010 - Jun 2011

- As part of the first team of developers (about 10 people), my responsibilities included working on architecture and design, writing and testing code, and writing and refining use cases.

GWT, JBoss Seam, JavaEE, JSF, Hibernate, PostgreSQL, Oracle, PL/SQL, UML, Agile, TDD

Research Assistant (full-time)

Carleton University (Canada)

May 2012 - Aug 2012

- Developed a [3D visualization system](#) for Cell-DEVS Building Information Modeling simulations (simulations of evacuation of a multi-floor building and of the occupation of the Copenhagen Zoo Elephant House)
- Attended networking and project management workshops and events where I met Canadian government and industry leaders.

Computer Graphics, Research, Project Management, Simulation, MAXScript, 3ds Max