Matheus Mortatti Diamantino

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Computer Engineer

SKILLS

- **Programming Languages:** C, C++, Lua, Java, Python, VHDL.
- **Software:** Unreal Engine 4, Unity, Game Maker, Visual Studio, XCode, Libre Office / MS Office
- **Operation Systems:** Windows, Linux, Mac OS X

EDUCATION

- Electronics Technician – Colégio Técnico de Campinas (COTUCA), 2010 – 2013.
- Computer Engineering – Focus on Computer Systems – Universidade Estadual de Campinas (UNICAMP), 2014 – Today.

PROFESSIONAL EXPERIENCE

Motorola Industrial Ltda / Flextronics Ind Ltda. — SP 340 highway, Jaguariúna
Electronics Internship (1o semester of 2013, 6 months)
Responsabilities:

- Study, analysis and repair of manufactured boards (cellphones and CHS modem).
- Keep inventory and organization of products to be relocated inside the manufacture process with the goal of maximizing the use of resources and cut expenses.

PROJECTS

- Amplifier and Equalizer with 7 inputs and 2 90Watts outputs - 2012
- Artificial Neural Network implemented in a FPGA using VHDL – 2016.
- Sentiment analyzer using a Recurrent Neural Network and LSTM – 2016.

- Games developed and published at matheusmortatti.itch.io

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LANGUAGES

- English
- Portuguese (mother language)