

# Theo Diniz Viana

## Fullstack Developer · Machine Learning & Data Science

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### Summary

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Fullstack developer and Computer Science student focused on machine learning and data science. I build systems from the ground up, from databases and key-value stores to AI search algorithms, and apply the same rigor to data-driven work with Python, pandas, scikit-learn, and PyTorch. Comfortable across the whole stack, from backend APIs to frontend interfaces, and fluent in English (C2).

### Technical Skills

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- **Machine Learning & Data Science:** Python, pandas, NumPy, scikit-learn, PyTorch, R
- **Backend & APIs:** Node.js, Java, C/C++, C#, REST APIs, PostgreSQL
- **Frontend:** TypeScript, JavaScript, React, Angular, Next.js
- **Tools & Cloud:** AWS, Git, Linux

### Experience

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#### Fullstack Developer, BioByte

Nov 2025 – Present

Building and maintaining a healthcare data platform. Led a full overhaul of the platform's generated reports, rebuilding them for accuracy and clarity; the work became one of the most well-received deliverables on the team.

#### Teaching Assistant, Data Structures & Algorithms II, PUC Minas

Jul 2025 – Nov 2025

Guided students through algorithms and data structures, reinforcing my own grasp of the material by teaching it.

#### Frontend Developer, Junior Enterprise, PUC Minas

Feb 2025 – Dec 2025

Delivered frontend features for client projects on schedule, coordinating directly with stakeholders.

### Selected Projects

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- **AI Search (8-puzzle):** Classic AI search algorithms (A\*, greedy, BFS) in Python with a Pygame interface, comparing heuristics and search strategies.
- **tp-aeds-iii:** Movie-management REST API backed by a database built from scratch, using extensible hashing and B+ tree indexing.
- **simpledb:** Redis-inspired in-memory key-value store in C++, multithreaded over raw TCP sockets.
- **Portfolio site:** Personal pixel-art portfolio built with Next.js and TypeScript, shipped as a bilingual static site.

### Education

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#### B.S. Computer Science, PUC Minas

2024 – expected 2028

Interdisciplinary project every term, with a consistent focus on web development and, increasingly, data science and machine learning.

#### B.S. Digital Game Design, PUC Minas

2022 – 2023

Two years of game development in Unity and C# before moving into Computer Science.

### Languages

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Portuguese (native) · English (C2)