Adeildo Vieira Silva Neto

• adeildo.vieiraneto@gmail.com • adeildovieira.com • linkedin.com/in/adeildovieira • github.com/adeildovieira

Education

Duke University **Durham, NC**

B.Sc. in Computer Science *May 2026*

- **Relevant coursework:** Data Structures, Design of Algorithms, ML, AI, NLP, Full-Stack IoT Systems, Product Management, Computer Architecture, Database Systems, Data Science.
- **Honors:** Full Scholarship; iOS and MacOS Beta/Developer tester; Computer Science Department Representative at SHPE; Microsoft NYC SWE+AI Mentee; Brazilian Student Association Director of Marketing.

Skills

- **Technical:** Python, TypeScript, Node.js, React.js, GraphQL, Git, SQL, C, Java, JavaScript, Swift (Learning)
- **Technologies:** OAuth2, OIDC, OpenAI API, HTTP/HTTPS, CI/CD, Azure DevOps, REST API, PostgreS, VM, Redis.

Experience

Software Engineer Intern **Sao Paulo, Brazil**

BTG Pactual Bank, ID Team *Jun–Aug 2025*

- Improved login performance by 47% toward a 1s latency target by shipping a secure "Log in with BTG ID" flow using industry-standard auth (OIDC/OAuth2/PKCE) in Node.js + GraphQL API.
- Expedited end-to-end delivery and production readiness by defining auth latency target, authoring the RFC, feature flagged rollout/rollback plan, and running UAT + production validation with 8 Business stakeholders.
- Optimized UAT incident triage time by 20 mins by automating the auth flow with structured logging/telemetry, documenting API failure modes, and Redis state/caching; acted as DRI to restore service within SLA.
- Delivered compliant rollout for 8,000+ merchants by integrating Microsoft Entra ID and documenting OAuth2 scopes, consent, and roles across UAT + production.

Software Engineer Intern **Durham, NC**

Duke OIT Data and Analytics, Code+ Program *May–Jul 2024*

- Reduced data request cycles by 2 hours/day by deploying a containerized REST service (Docker on Linux) backed by PostgreSQL to power self-serve occupancy visualizations.
- Predicted room occupancy with 95% precision (high/low/none) and cross-validated $R^2 = 0.72$ by training/validating models on 2M+ Wi-Fi anonymized connection logs + CO2 datapoints (Python, Scikit-Learn, GeoPandas).
- Owned the stakeholder loop with Facilities by translating requirements into acceptance criteria + accessible UX (WCAG) and iterating in 4 Agile sprints to make outputs usable for HVAC planning.

Technical Assistant, Prototyping & Fabrication **Durham, NC**

Duke OIT Innovation Co-Lab Professional Services *Jun 2023–Dec 2024*

- Reorganized turnaround time from 3+ to 1-2 business days by owning an end-to-end 3D printing delivery pipeline (intake, specs, production, handoff) for 24 stakeholders; shipped 47 custom research models for Duke Health research.
- Sustained 95% client satisfaction by standardizing workflows and documentation (specs/handoffs), improving reliability and minimizing rework cycles.

Projects

- **RepSense AI:** Integrated the OpenAI API into an ESP32 IMU workout coach to stream bench-press sensor data in real time and return on-device feedback (rep count, imbalance, tempo, rest quality), emphasizing low-latency UX, HTTPS reliability, and human-readable insights on display.
- **MealPilot (Microsoft AI for Good Hackathon):** Built a Copilot Studio extension that recommends geo-personalized healthy meal options across NYC using Azure Maps Search/Routing; pilot with 28 students achieved 80% task success in 45s vs 5 min baseline (85% faster), targeting neighborhoods with >30% food insecurity.
- **Portfolio:** Deployed professional site to Cloudflare via Git-based CI/CD with automatic builds/releases; configured DNS, HTTPS, and caching using curl and Chrome DevTools; optimized for Safari website tinting.

Leadership

Technical Assistant at Espaço 4.0 **Santana do Ipanema, Brazil**

Ministry of Human Rights, Federal Institute of Alagoas (IFAL) *Feb 2022–Current*

- Expand access to hands-on computing and robotics for 67 youth from low-income and indigenous backgrounds by facilitating the launch of the first maker space in a rural community.
- Mentor adolescents and young adults with limited digital literacy through 24 3D-printing and IoT workshops per year, supporting skill development and confidence with emerging technologies.
- Trained 200 youths per year, bridging the local digital divide through community-based technology education, supporting programming that serves 20+ low-income municipalities.