ARTHUR ARASH BRICENO HEIDARI

Graduating Computer Science Student

+55 (61) 98624-1548 | arthurarash.bric@gmail.com | 706 Asa Norte, Brasília - DF, Brazil
LinkedIn | GitHub | Personal Online CV

PROFESSIONAL SUMMARY:

A solutions-focused professional with over 5 years of experience in data engineering, full-stack development, and technical education. Skilled in leveraging Big Data technologies, designing full-stack web platforms, and developing interactive applications. Proven ability to collaborate with cross-functional teams, design effective software solutions, and quickly adapt to new technologies.

EDUCATION:

2022 - 2025 | CEUB(Centro Universitário de Brasília)
Bachelor of Computer Science

AREAS OF EXPERTISE:

PROFESSIONAL SKILLS:	Linux | Docker | Git | SQL | HTML/CSS | Data Modeling | Web-Scraping
TECHNICAL SKILLS:	Python | JavaScript | TypeScript | C | Bash | Go | React | Bootstrap
SPOKEN LANGUAGES:	Persian/Farsi (Fluent) | English (Fluent) | Portuguese (Advanced) | German (Intermediate) | Spanish (Basic) | Italian (Basic)

PROFESSIONAL EXPERIENCE (SOME OF MY EXPERIENCE):

Solutions Architect - SUSE Linux

Jan 2024 - Present

At SUSE, as a Solutions Architecture, I design software solutions, contribute to documentation, and assist in technology selection. I participate in proof-of-concept projects, ensure alignment with architectural guidelines, and stay updated on industry trends.

- Contributed to architecture documentation for over 5 projects, which accelerated the onboarding of new engineers and team alignment by approximately 20%.
- Developed 3 proofs of concept (PoCs) to validate architecture decisions, directly influencing the selection of more efficient and economical technologies for projects.
- Participated in the evaluation of over 10 technologies and tools, creating comparative reports that reduced decision-making time for the pre-sales team.

Data Engineer - PGFN(Procuradoria-Geral da Fazenda Nacional)

Jul 2023 - Jan 2024

I specialize in using Big Data and Data Lake technologies with tools like SQL, MySQL, Apache Hive, and Spark. I have skills in Web Scraping using Python tools like Selenium, Beautifulsoup, and Regex to extract and manipulate data.

- Developed and automated data pipelines with Python and SQL, reducing the time needed for data collection and processing by over 70%.
- Designed Web Scraping scripts that extracted and processed millions of records from various sources, enriching the Data Lake with critical information for analysis.
- Implemented autonomous data extraction routines, ensuring the availability of updated data and eliminating over 15 hours of manual work per week.

Teacher Assistant and Monitoring Representative - CEUB(Centro Universitário de Brasília)

Jan 2022 - Dec 2025

I coordinated intensive courses in HTML/CSS, Linux Essentials, Python, and C for university students. I also led a successful Git workshop to prepare students for the job market.

- Coordinated and taught intensive courses in Python, C, and Linux for more than 60 students per month, resulting in a notable increase in their technical proficiency.
- Created and conducted a Git workshop from scratch for over 30 students, equipping them with essential versioning skills.
- Offered over 700 hours of individualized tutoring, helping students overcome difficulties and build a solid foundation in programming.

PROJECTS (SOME OF MY PROJECTS):

Lembrei!

Developed a reminder app designed to assist individuals with ADHD by sending contextual notifications based on user location. The app helps users stay organized, manage daily tasks, and improve productivity through timely reminders. [GitHub-Link]

Read Write 4 All

Developed an inclusive web platform to promote literacy for individuals with limited reading and writing skills. Designed interactive multimedia forms with audio instructions, video tutorials, adjustable text, and accessibility features (ARIA, keyboard navigation) for a user-friendly experience. [GitHub-Link]

Interactive OpenGL Museum

Developed an interactive 3D OpenGL Museum in C, where users can walk through exhibits, interact with artifacts, rotate 3D objects, and view real-time reflections. Applied mathematical modeling, matrix transformations, and OpenGL rendering techniques to deliver an immersive and educational virtual museum experience. [GitHub-Link]

Occurrence Report CEUB

Developed a web platform for students and staff to quickly report campus incidents. Implemented categorized reporting, real-time alerts, and an intuitive interface to help the university respond efficiently to accidents, harassment, theft, infrastructure issues, and other problems, improving safety and communication. [GitHub-Link]

COURSES AND EXTRACURRICULAR ACTIVITIES (SOME OF THEM):

- **Linux:** SCA in SUSE Linux Enterprise Server 15 - SUSE, 2024
- **SUMA(Uyuni):** SCA in SUSE Manager 4 - SUSE, 2025
- **Python:** Functions, Packages, OOP, and Pandas - Alura, 2023
- **C Language:** Functions and commands - Faradars, 2022
- **JavaScript:** Fundamentals and DOM manipulation - Alura / Faradars, 2023
- **Docker:** Creating and Managing Containers - Alura, 2024
- **HTML/CSS:** Responsiveness, positioning, and Flexbox - Alura, 2023
- **MySQL:** MySQL Administrador - UniCEUB, 2023
- **Network+:** Fundamentals and Packet tracer simulation - Faradars, 2025
- **Cybersecurity:** Introduction to Cybersecurity - Cisco Networking Academy, 2025
- **German:** B2 - Österreichisches Kulturforum, 2021