

Yuri Y. Vieira Sugano

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Software & data engineer and neuroscientist. Builds and ships full-stack web services solo (Rust/Axum, SvelteKit, Node), with deep data/ML experience (Python, Spark, NLP). All systems in production.

Experience

Founder — [ArteLonga](#) 2024–present

Web services for small businesses — 6 production deployments (Rust/Node on Fly.io).

Quant — PointSet Technologies 2024–2026

Quantitative systems and intelligence for financial markets.

Senior Data Scientist — Propz 2023–2024

Project leadership and technical architecture for retail/business analytics on big-data systems (Apache Spark, Delta Lake); aligned business priorities to delivery.

Research Technician — University of Chicago, Neurobiology 2018–2023

Data acquisition, processing and interpretation; team and project management; teaching and science communication.

Earlier: Statistics Tutor, U. of Chicago (2019–2020); Lab Manager, U. of Chicago (2015–2017); Research Assistant, Instituto Butantan — FAPESP scholar (2012–2013).

Education

B.A. Neuroscience (concentration in Chemistry), University of Chicago, 2018–2022 — GPA 3.7/4.0. Focus: social-behavior neuroscience.

Skills

Languages: Python, R, JavaScript/TypeScript, Rust, Scala, SQL.

Data & ML: Apache Spark, Delta Lake, scikit-learn, TensorFlow, spaCy, UMAP, DBSCAN, OpenCV.

Web & Infra: SvelteKit, Axum, Node; Docker, Fly.io, Git, Jenkins, Azure; AWS (S3, EC2, EMR, QuickSight), GCP.

Tools: Markdown, LaTeX, Vim, Obsidian, Quartz.

Technical Portfolio

co — collaborative content platform, real-time sync · Rust/Axum, SvelteKit, LiteFS

rfq — real-time RFQ pricing engine (Avellaneda-Stoikov) · Rust/Axum

ygdrasil — Godot 4 / WASM game host · Rust/Axum, WASM

SensorySpeech — NLP for sensory descriptions · Python, scikit-learn, spaCy, UMAP, DBSCAN

ProprioSuite — proprioceptive testing toolkit · Python, TensorFlow, SQL, OpenCV

Bystander Effect in Rats — statistical analysis of social behavior · R, data mining

Selected Publications & Patent

- [Vieira Sugano, Y. Y., et al. \(2022\). Helping can be motivated by non-affective cues in rats. *bioRxiv*.](#)
- [Havlik, J. L., Vieira Sugano, Y. Y., et al. \(2020\). The bystander effect in rats. *Science Advances*.](#)
- Madelaire, C. B., Vieira Sugano, Y. Y., et al. (2020). Challenges of dehydration in invasive toads. *Behavioral Ecology and Sociobiology*.
- **Patent:** [Theseometer for Measuring Proprioception Performance](#) — US 11,589,798 B2, University of Chicago.

Full bibliography & references: neuro.artelonga.com.br/2026-05-29.