

# Otavio Coelho

## Software Developer

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### SUMMARY

Problem-solver with a diverse background in architecture, product design, manufacturing, and hobby programming. I recently transitioned to software development, completing an intensive Full Stack boot-camp. I am seeking my first, real-deal, Software Developer role so I can finally justify all the hours I spent on my Emacs config. 🙌

### WORK

#### Full Stack Developer 03.2023 - present

- Murdoc (github.com/0tt049/murdoc)  
Documentation and Class browser for the Ruby programming language inspired by the Smalltalk development environment. I am currently refactoring it to an API-only Rails backend with a decoupled React frontend
- Ruby Ray-Tracer (github.com/0tt049/ExperimentsIn)  
Port of a C++ Ray tracer to Ruby. Besides development I document my process and publish it at Github as an educational project
- GutenPy  
PyQt tool used for searching, downloading, reading and annotating PDFs from Gutenberg.org

#### Craftsman | Designer | Manager, *Marcenaria Otavio Coelho* 02.2017 - 11.2022

- Trained several assistants on shop safety and traditional woodworking
- Delivered more than 500 finished products to private clients and high-end furniture retailers
- Developed and maintained the company's WordPress website, hosting it on an Apache server on Google Compute Engine

#### Community Manager, *ScreenSaver DAO (Blockchain NFT Platform)* 03.2020 - 10.2020

- Formulated the on-boarding processes of new platform members and artists
- Wrote technical manual for new artists.
- Established community guidelines.

#### Visual Artist 07.2014 - 02.2017

- Collaborated on the production of more than 50 published books, with activities such as: book cover design; layout; illustration; and hand lettering

#### Lead Architect, *São Paulo Criação* 07.2009 - 07.2014

- Led the recruitment and supervision of a team of junior architects
- Facilitated numerous cross-domain deliveries throughout the building life-cycle
- Designed multiple furniture products, resulting in the receipt of design awards, and successfully negotiated licensing contracts with major high-end furniture retailers

### EDUCATION

#### Le Wagon, *Full Stack Development Bootcamp* 01.2023 - 03.2023

#### University of São Paulo, *MBA of Manufacturing* 02.2014 - 02.2016

#### University of São Paulo, *Bachelor of Architecture* 02.2005 - 02.2011

### SKILLS

**Programming Languages** (Ruby HTML CSS Javascript C SQL Python C#),  
**Frameworks** (Ruby on Rails Tailwind Bootstrap), **Tools** (React.js Three.js Unity Git/GitHub),  
**Platforms** (Linux Heroku Google Cloud Platform AWS), **Design** (Figma Adobe Suite Blender Rhino 3D)