

Gabriel Cruz

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EDUCATION

B.S. IN COMPUTER SCIENCE

UNIVERSITY OF SÃO PAULO | ICMC
Jan 2021 (expected) | Brazil

INTERNATIONAL EXCHANGE

UNIVERSITY OF WESTERN BRITTANY
Jan 2020 - June 2020 | Brest, France

LINKS

Dev.to:// [gmelodie](#)
Twitter:// [@gmelodiecruz](#)
Medium:// [@gmelodie](#)

SKILLS

TECHNICAL

OVER 2 YEARS:

Python • C • Shell scripting
Linux/Unix • Git • Vim/Neovim
Github Pages • Heroku

OVER 6 MONTHS:

Go • C++ • Assembly
GraphQL • Flask • FastAPI
Github Actions • TravisCI
GCP • Digital Ocean

NATURAL LANGUAGES

Portuguese (native)
English (TOEFL iBT 107/120)
French (DELFB2)

WORK EXPERIENCE

MAJOR LEAGUE HACKING (MLH) | OPEN SOURCE FELLOW

Jun 2020 - Aug 2020 | Remote

- Selected over 20.000 other candidates to be sponsored by Github Education
- Worked with the maintainers of Flask, Golang, Wekzeug, Beego and HTTPie
- Instituted the [Fellowship Capture the Flag](#) security competition for fellows

GANESH SECURITY | NETWORK SECURITY GROUP LEAD

Jan 2019 - June 2020 | São Carlos, Brazil

- First member to become a group lead in 3 months
- Authored more than 30 talks on security topics to 50 veteran members
- Orchestrated more than 15 Capture The Flag challenges on computer networking security (protocols, WiFi, handshakes, etc.) for 150 new members

SOFTWARE ENGINEERING TRAINEE | QUERO EDUCATION

Jul 2018 | São José dos Campos, Brazil

- Outperformed over 100 other candidates at selection process
- Engineered a real-time data visualization application using Phoenix
- Deployed a dashboard seen daily by more than 400 employees

PROJECTS

FELLOWSHIP WRAPPED | GITHUB REPO

- Automatic Github portfolio generator for the MLH Fellowship
- Designed and implemented the back-end interface using Golang
- Implemented user data fetching through Github's GraphQL API
- Configured CI/CD using Github Actions

SECURITY WORKSHOP LEAD | SLIDES • NOTES

- Gave a course on DoS attacks for more than 50 people at the biggest computer science undergraduate event of Brazil: Semcomp
- Covered amplification techniques, Authentication and Authorization, Peer-to-Peer Networks, TCP and UDP Flooding, etc

HEROES BUILD SCRAPER | GITHUB REPO

- Python web scraper package for a MOBA game information
- Using BeautifulSoup for scraping and Qt for displaying the data
- Oversaw the development with other contributors during Hacktoberfest 2018 by Digital Ocean

AWARDS & DISTINCTIONS

2020	1 st /30	MLH Halfway Hackathon : Best Portfolio Project
2019	2 nd /1000	Fireshell CTF
2019	3 rd /30	Interhacks