

# GABRIEL CRUZ

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## EDUCATION

<b>University of São Paulo   ICMC</b> MS Computer Science	Brazil Apr 2024 - Present
<b>University of São Paulo   ICMC</b> BS Computer Science	Brazil Feb 2016 - Feb 2021
<b>Université de Bretagne Occidentale</b> International Exchange Student	France Jan 2020 - Jun 2020

## EXPERIENCE

<b>Rust Engineer - Riff.CC</b>	March 2024 - Present (Remote)
<ul style="list-style-type: none"><li>Core Developer at the <a href="#">Lis</a> project, an open source, distributed filesystem written in Rust.</li><li>Working in a culturally diverse team to build efficient data decentralization solutions.</li></ul>	
<b>Golang Engineer - Protocol Labs</b>	Feb 2022 - Jan 2024 (Remote)
<ul style="list-style-type: none"><li>Developed and maintained Estuary, a Golang tool to push files into the Filecoin network, owning the integration with Autoretrieve, making Estuary go from hundreds to tens of thousands of data retrieval queries per second</li><li>Built over 5 different tools to ingest data into the Filecoin network, including dozens of PR contributions on over 10 different Open Source projects along with other 15 developers on the team</li><li>Was responsible for writing most of the Golang API functionality integrations, engaging in customer-facing discussions about usability and responsiveness</li><li>Developed Rust tooling and SDKs for interacting with Qubic and Solana</li></ul>	
<b>Software Engineering Lead - Major League Hacking</b>	Oct 2020 - Feb 2022 (Remote)
<ul style="list-style-type: none"><li>Mentored over 50 Open Source fellows on the MLH fellowship program about code quality, new software technologies and languages, design and soft skills</li><li>Worked with maintainers from projects like Amplify, Flask, Beego and HTTPie to help review PRs and provide functionality implementations and bug fixes</li></ul>	
<b>Python Engineer - Major League Hacking</b>	Jun 2020 - Oct 2020 (Remote)
<ul style="list-style-type: none"><li>Selected among 20,000 candidates at the Open Source MLH Fellowship program to work on a remote, asynchronous team with people from over 30 different countries</li><li>Worked on backend web Python and Golang projects, using Github Actions and Docker for testing and deployment of changes</li></ul>	
<b>Security Researcher - Université de Bretagne Occidentale</b>	Jan 2020 - Jun 2020 (Brest, France)
<ul style="list-style-type: none"><li>International exchange cybersecurity research on Social Engineering Attacks, developed a fully-fledged framework for social engineering assessments</li><li>Collaborated with over 30 other international students to test the project</li></ul>	

## PROJECTS

<b>CruzOS</b>	<a href="https://github.com/gmelodie/cruzos">github.com/gmelodie/cruzos</a>
Built an Operating System from scratch using Rust. Implemented interrupt handlers, memory allocation, and communication with peripherals such as VGA and keyboard.	
<b>Nesquic</b>	<a href="https://github.com/gmelodie/nesquic">github.com/gmelodie/nesquic</a>
Implemented a Rust version of the popular networking tool Netcat that supports creating QUIC connections instead of TCP and UDP raw sockets.	

## SKILLS

<b>Programming Languages:</b>	Rust, Python, C/C++, Golang, Shell scripting, Elixir
<b>Technologies:</b>	Linux/Unix, Git, IPFS, Flask, Docker, Tokio-rs, Github Actions
<b>Natural Languages:</b>	Portuguese, English (TOEFL iBT 107/120), French (DELFL B2), Spanish
<b>Certifications:</b>	<b>Cisco Certified Network Associate (CCNA)</b>