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Francisco Biaso

C++ / R&D Engineer

ABOUT

I am an expert in creating algorithms, a proactive, punctual, flexible, persistent professional with a broad interest in mathematics and computer science applied to problem solving.

WORK EXPERIENCE

C++ Senior Software Engineer

APRIL 2022 - CURRENT, FITEC

Software development for telecommunications systems through bug fixes, implementation of new features and performance in R&D projects.

Technologies: C++17/C, Docker, SQL, Git, shellsript, unix environment, MicrosoftTeams, Atlassian package.

C++ Embedded Software Engineer

JUN 2021 - APRIL 2022, ZOOP TECNOLOGIA E M P S.A. 

Development, Porting and Integration of application for Smarcard Machine, using manufacturer SDKs to establish EMV flow communication and access hardware functionalities.

Experience: R&D Projects, Embedded Software, backend solutions that make it possible to carry out transactions, Network programming (TCP sockets), multithreaded programming.

Technologies: C, C++, google tests, ShellScript, Linux, GIT, Slack, Jira, LVGL, CMake, ADB, sqlite3.

C++ Embedded Software Engineer

NOV 2020 - JUN 2021 MIRAKULO LTDA 

Development, Porting and Integration of a Digital TV Middleware regarding Brazilian Ginga Standard, working specially on "Profile D" new APIs designed specially for external communication, providing support to storage and network discovery, compression, streaming, and more.

Experience: R&D Projects, Embedded Software, Injection of media content (audio/video) through programming, Ginga CC WebServices Fixes, MPEG-2 sections streaming, Network programming (TCP/UDP sockets), Zip compression (ISO/IEC 21320-1), REST APIs, Ginga-NCL Conformance Testing Suite, Client and Manufacturer Relationships, SBTVD/ISDB-TB Digital TV ABNT NBR Standard.

Technologies: C, C++, NCL, Lua, GNU Toolchain, ShellScript, LibCurl, Linux, GIT, Microsoft Teams.

Freelancer - Games and Algorithms

JAN 2016 - OCT 2020, FREELANCER

Development of several projects, including: algorithm for stock exchange (MQL4/5), image manipulation, slot machine games, using mostly C/C++, OpenGL 3.3 (approaching graphic pipeline, shaders, lighting Phong model, and transformations), math applied to games (approaching coordinate systems, matrix, linear algebra and vectors), WxWidget, SFML, Gtk3+, GLU, GLEW.

EDUCATIONAL HISTORY

Centro Universitário da Fundação Educacional Inaciana "Padre Sabóia de Medeiros" - FEI

BSC COMPUTER SCIENCE

Undergraduate thesis: Computational tool for optimization of the recycling process using concepts of linear research. (view online)

CERTIFICATIONS

- C++ ALGORITHMS, RANKING 10% (VIEW ONLINE)
- C++, RANKING IN THE TOP 10% (VIEW ONLINE)
- PROBLEM SOLVING (BASIC) CERTIFICATE (VIEW ONLINE)
- PYTHON (BASIC) CERTIFICATE (VIEW ONLINE)
- C++ ESSENTIAL TRAINING (VIEW ONLINE)

CONTACT DETAILS

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AWARDS RECEIVED

- 1º place in the programming marathon at UNISANTOS, BRASIL (ICPC).
- Five Starts (view online).