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Summary

I am a Computer Engineer since 2011, but I started programming long time before that. I have always been learning new things and I can do it very quickly. I started studying PHP at home when I was 13, since that, I never stopped using it. During the college and internships I learned other programming languages, such as C/C++, Java and Lua.

I've been working long time as a freelancer developer and most of the time involving web development, as a result I became an experienced web developer with big expertise in PHP, JavaScript, CSS and HTML.

In my spare time I've contributed in many open source projects like Enlightenment Foundation Libraries (EFL), Zend Framework, Backbone.js, luasofia and luanotify.

I worked in many companies with several technologies and it made me an open minded developer, with can-do attitude and a good interpersonal relationship. Currently I'm working as Full Stack Developer in south Brazil, but looking for new challenges around the world.

Education

University of the Itajaí Valley, BSc in Computer Engineering, December 2011.

Experience

Giox Tecnologia

Aug 2013 - Present

CEO and Full Stack Developer

Main Technologies: Linux, PHP, JavaScript, HTML, Git;

I'm the main developer of an ERP (Enterprise Resource Planning) system created by Giox Tecnologia. The backend was developed using PHP and MySQL, the frontend using HTML5, CSS3 and JavaScript. Communication with some Web Services. Development of REST API. Some libraries used: Zend Framework 2, PHPUnit, Doctrine2, Bootstrap3, jQuery and Backbone.js.

uTech Tecnologia

Nov 2014 - Feb 2015

Outsourced Developer

Main Technologies: Linux, C++/QT/QML, JavaScript, SIP;

This was an outsourced project to develop a Softphone. It became part of company's platform. The biggest challenge was be multi-platform, running in Windows 7, Linux and Mac OS X. The software was developed using C++, QML and JavaScript through Qt library and PJSIP as SIP stack.

Digitro Tecnologia

Jan 2010 - Mar 2013

Software Engineer

Main Technologies: Linux, C/C++, Lua, Shell Script;

Embedded development of an IP Phone with color display and touch screen using Blackfin processor with uCLinux distribution. We used u-boot, EFL graphic library and Sofia-SIP as SIP stack.

Development of an application for identification of words in audio files recorded using Lua language.

Development of an application for speaker identification into audio files recorded using Lua, C and MongoDB. We developed binds for communication between C and Lua.

Development of an audio streaming application for Flash using RTML protocol in C++.

Skills Base

Operating System: Linux (Debian, Ubuntu, CentOS), Windows NT/XP/Vista/7 and OSX;

Networkings: TCP/IP protocol suite;

Progamming Languages: PHP, Java, Lua, JavaScript, C/C++ plus some experience with Python;

Virtualization: VirtualBox, VMWare, plus some experience with Xen;

Languages: Fluent in Portuguese, Intermediate in English and Spanish;

Tools: Ansible, Vagrant, Docker;

More Info

- **Linkedin:** <https://www.linkedin.com/in/guilhermesilveirasantos/en>
- **Github:** <https://github.com/guilherme-santos>