

## *Guilherme Silveira dos Santos*

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### Summary

I'm a Computer Engineer since 2011, but I started programming long time before that. I consider myself autodidact because I like to learn new technologies all the time and I can do it very quickly. I have started to study PHP at home since I was teenager, what give me good knowledge to develop many web applications. During the college and internships I learned other programming languages, such as C, C++, Java and Lua and I could improve myself with other skills.

I've been working for 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 the last year I started working with Node.js and Golang.

I've already contributed in many open source projects like Enlightenment Foundation Libraries (EFL), Zend Framework and other small JavaScript and Golang libraries. I like to work with open source projects and I do it in my spare time.

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

### Education

UNIVALI University, BSc in Computer Engineering, June 2011.

### Experience

#### **Neoway Business Solution**

**Jun 2015 - Present**

*Backend Developer*

**Main Technologies:** Golang, ElasticSearch, MongoDB, RabbitMQ, Docker, Rkt, CoreOS, AWS;

Development of Big Data platform to Market Intelligence. We're using mainly Golang but Node.js is also used in a couple of projects. I develop several RESTful API to communicate with different back-ends like: ElasticSearch, MongoDB and RabbitMQ what give me some experience how to use and configure them.

We love dev-ops culture here, for that I've developed some tools to automatize our deploy at AWS - Amazon Web Services. We often write unit and integration tests to make our deploy as continuous as possible using gitlab flow and docker/rkt containers.

#### **uTech Tecnologia**

**Nov 2014 - Feb 15**

*Full Stack Developer*

**Main Technologies:** C++, Qt, QML, JavaScript, SIP;

Outsourced development of a Softphone to integrate with 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.

#### **GIOX Tecnologia**

**Mar 2013 - Present**

*CEO and Full Stack Developer*

**Main Technologies:** PHP, JavaScript, HTML5, CSS3, MySQL, Phing, Ansible;

Development of ERP to small business with electronic invoice (NF-e - Nota Fiscal Eletrônica). To develop this project I used PHP, MySQL, JavaScript, HTML5 and CSS3. The project was based in Zend Framework 2, PHPUnit and Doctrine2 in the back-end. It communicated with Web Services using SOAP protocol and XML. In the front-end I used Bootstrap3, jQuery, Underscore.js and Backbone.js.

I've improved myself as system administrator and dev-ops because I needed to create all the infrastructure used to deploy and run the application, for that I used Digital Ocean platform, and I needed to install, configure and maintain some Linux servers, I could automate a lot of tasks using Ansible, Git and Phing.

## **Digitro Tecnologia**

**Dec 2009 - Mar 2013**

*Backend Developer*

**Main Technologies:** C, C++, Lua, SIP, uCLinux, GStreamer, ShellScript, Blackfin;

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

Speaker recognition: Web service responsible for creating audio models from the voice and storing it. The voice models were used later to identify someone talking on a audio recording. Tools used: Lua, lighthttpd, GStreamer, fastcgi, MongoDB.

Keyword spotting: Middleware used to perform text search on audio using a proprietary protocol to communicate with clients. Tools used: Lua, C, GStreamer.

Flash Audio streaming server: Web service responsible for loading audio recordings in different audio codecs, transcode then, apply filters and effects and send to the client through the RTMP protocol. Tools used: C++, C, GStreamer, Monit.

## **Skills Base**

*Programming Languages:* Golang, JavaScript, PHP, Lua, C, C++ and a little of Java;

*Databases:* MongoDB, MySQL, LevelDB and a little of PostgreSQL;

*JavaScript Frameworks:* jQuery, Backbone.js, Underscore.js, Angular.js;

*Agile practices:* TDD, SCRUM, Kanban, Pair programming, Clean code, Code Review;

*Tools:* Git, Makefile, Phing, Grunt, Bower, Ansible, Vagrant, Jenkins;

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

*Others:* ElasticSearch, RabbitMQ, Docker, Rkt;

## **More Info**

*Linkedin:* <https://www.linkedin.com/in/guilhermesilveirasantos>

*Github:* <https://github.com/guilherme-santos>