# André VIDELA

## PERSONAL DATA

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| PLACE AND DATE OF BIRTH: | Switzerland \| 20 August 1991 |
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## BIO

Fascinated by programming languages, I seek excellence, correctness and beauty in code. Lots of experiences in game development taught me to mix pragmatism and elegance. My deepest interests lie in type systems and programming language theory and design.

## WORK EXPERIENCE

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| *Current*<br>OCT. 2016 | **Software Engineer at Sicpa, Lausanne**<br>*Mobile engineer for iOS*<br>Designed, developed and maintained internal and public APIs and libraries for iOS. Developed and maintained small and medium scale mobile applications. | Swift, Obj-C |
| JULY 2016 | **Summer camp teacher at TECHSPARK, Lausanne**<br>Taught basic programming to kids from 7 to 17 using Swift. Subjects include functions, flow control, loops and side effect all of which were implemented in an unsupervised personal project by the students. | Swift |
| JULY 2015-SEPT 2015 | **Internship at KABOTIP, Tokyo (Remote)**<br>Developed micro-services in Clojure for the Kabotip platform. Namely the mobile notification service and the automatic moderation tool for user comments. | Clojure, Redis |
| 2013-2014 | **Volunteer developer at Dischan, (Remote)**<br>Worked on Android ports and helped with QA | Java |

## EDUCATION

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|---|:---|
| 2012 - 2016 | Interrupted Bachelor in Computer Science at EPFL, Lausanne<br>131 credits |
| 2007 - 2012 | Maturité Gymnasiale<br>option principale Physique et Application des Math<br>option secondaire Introduction à la programmation |

## Certificates and Projects

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| May 2017 | Introduction to Logic by Stanford University on Coursera. statement of accomplishment | |
| July 2016 | Delta-zone, a color-based puzzle game made for the Epic Game Jam | Unity and C# |
| Mar. 2016 | Designed and implemented a music description language for Arcaea (Remote) | C++, Javascript |
| Feb. 2016 | Start Hack: Medical feedback app for iOS | Swift |
| Sept 2015 | Hackerspaces for iOS, an App that allows you to track hackerspace openings across the world | Swift |
| Apr. 2015 | Facebook Hackaton @EPFL. A project to take care of a connected plant. | Swift |
| May 2015 | Helped implement parsing tools, real time event handling and UI for T-Aiko A rhythm game on android and iOS (Remote) | Java |
| June 2014 | Vertical 2D Side scroller shooter for Epic Game Jam | Swift |
| Mar. 2014 | A geolocalised music app for Android for Facebook Hackathon @EPFL | Java |
| Jan. 2014 | Horizontal 2D Side scroller shooter for Global Game Jam | Scala |

## Languages

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| French: | Mothertongue |
| English: | Fluent |
| Spanish: | Good speaker |
| Japanese: | Basic knowledge |

## Programming Languages

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|---|---|
| Mastery | Swift, Java |
| Excellent | Scala, JS, Obj-C |
| Intermediate | Haskell, Clojure, C++, C, C# |
| Beginner | Idris, Coq, Rust |

## Interests and Activities

- Video games continuously teach me new ways of interacting within a team, handling hard situations and keeping the right mindset in highly competitive settings.

- Math keeps me engaged in the latest developments in programming language research and theory. It allows me to find elegant and correct solutions to hard problems daily.