

André VIDELA

FUNCTIONAL PROGRAMMER / ASPIRING TYPE THEORIST

PERSONAL DATA

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. Currently I work a lot in Idris and Agda trying to build real-world software out of provable programs. My deepest interests lie in type systems and programming language theory and design.

WORK EXPERIENCE

MAR. 2016	Release of Arcaea for Android and iOS by lowiro (Remote) Designed and implemented a DSL to describe music notes in 3D, including parsing and checking tools	C++, Javascript
SEPT 2015 JULY 2015	Internship at KABOTIP, Tokyo (Remote) Developed micro-services in Clojure for the Kabotip platform. Namely the mobile notification service and the automatic moderation tool for user comments.	Clojure, Redis
MAY 2015	T-Aiko: A rhythm game on android and iOS (Remote) Retro engineer existing DSL and wrote parsing tools and interpreter. As well as other tasks such as UI and real-time event handling	Java
JUNE 2015	JS-Go: A pure, stateless game of Go in Scala	Scala, Scala-JS

EDUCATION

Oct. 2017 - 2019	Licence in Computer Science at Unidistance
July 2017	EUTypes summer school Coq, Agda, HoTT, λ -calculus
May 2017	Introduction to Logic by Stanford University on Coursera. statement of accomplishment
2012 - 2016	Attended Bachelor in Computer Science at EPFL, Lausanne Collected 131 credits
2007 - 2012	Maturité Gymnasiale option principale Physique et Application des Math option secondaire Introduction à la programmation

LECTURES PROJECTS

OCT. 2017	Read <i>State Machines All The Way Down</i> by Edwin Brady	Idris
SEPT. 2017	Read <i>Kleisli arrows of outrageous fortune</i> by Conor McBride	Haskell (SHE)
AUG. 2017	Presented work on <i>Total Parser Combinators</i> by Nils Anders Danielsson for a small local conference (VOD on youtube)	Idris, Agda
SEPT 2015	Release of Hackerspaces for iOS	
APR. 2015	Facebook Hackaton @EPFL. A project to take care of a connected plant.	Swift

LANGUAGES

FRENCH:	Mothertongue
ENGLISH:	Fluent
SPANISH:	Good speaker
JAPANESE:	Basic knowledge

PROGRAMMING LANGUAGES

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

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. I also keep a monthly "video game playing club" with a small group where we discuss the narrative value of interactive experiences.
- 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.
- SPORTS keep my healthy in many ways. I practice all sorts of individual trainings like running, fitness and swimming. I also played badminton with the team at my last company.