

# André VIDELA

FUNCTIONAL PROGRAMMER / ASPIRING TYPE THEORIST

## PERSONAL DATA

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

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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.

## COMPETENCIES

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### FUNCTIONAL PROGRAMMING

AUG. 2017	Programming with dependent types: Completed TTD in Idris by Edwin Brady with exercises available on <a href="#">github</a>	Idris
MAR. 2016	Designed and implemented a music description language for <a href="#">Arcae</a> (Remote)	C++, Javascript
SEPT 2015	Internship at KABOTIP, Tokyo (Remote)	Clojure, Redis
JULY 2015	Developed micro-services in Clojure for the Kabotip platform. Namely the mobile notification service and the automatic moderation tool for user comments.	
JUNE 2015	JS-Go: A pure, stateless game of Go in Scala	Scala, Scala-JS

### MOBILE DEVELOPMENT

JUNE 2017	Software Engineer at Sicpa, Lausanne	Swift, Obj-C
OCT. 2016	Mobile engineer for iOS Designed, developed and maintained internal and public APIs and libraries for iOS. Developed and maintained small and medium scale mobile applications.	
SEPT 2015	<a href="#">Hackerspaces</a> for iOS: an App that allows you to track hackerspace openings across the world	Swift
MAY 2015	T-Aiko: A rhythm game on android and iOS (Remote) Implement parsing tools, real time event handling and UI	Java
2013-2014	Volunteer developer at Dischan, (Remote) Worked on Android ports and helped with QA	Java

## EDUCATION

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July 2017	EUTypes summer school Coq, Agda, HoTT, $\lambda$ -calculus
May 2017	Introduction to Logic by Stanford University on Coursera. <a href="#">statement of accomplishment</a>
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

## MISCELLANEOUS PROJECTS

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AUG. 2017	Presented work on <i>Total Parser Combinators</i> by Nils Anders Danielsson for a small conference	Swift
JULY 2016	<a href="#">Delta-zone</a> , a color-based puzzle game made for the Epic Game Jam	Unity and C#
APR. 2015	Facebook Hackaton @EPFL. A project to take care of a connected plant.	Swift

## 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	Idris, Haskell, Clojure, C++, C, C#
Beginner	Coq, Rust, Agda

## INTERESTS AND ACTIVITIES

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- 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.