

Pudim | Software Developer

London – United Kingdom

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Summary

Pronouns **she/her**. **Self-taught** hacker, **C** programmer and **GNU/Linux** advocate since **2000**, and professional **Ruby on Rails** developer since **2012 (8 years ago)**. Moved to **London** in **2019** to work as a developer. Believes that software development should be **driven by people's needs**. Experienced at **designing** and **implementing software**, as well as deploying **cloud infrastructure** (**AWS**), learning new skills on the go and teaching others as required. Fluent in **Portuguese** and **English**.

Skills: ○ **C** ○ **Ruby on Rails** ○ **GNU/Linux** ○ **AWS** ○ **SQL** ○ **libSDL** ○ **OpenGL** ○ **Git** ○ **Vim** ○ ...

Professional Experience

Unboxed

London, United Kingdom

Fullstack Ruby on Rails Developer

2018–2020

- Effectively worked in **Agile** teams, collaborating with designers, product owners, end-users and other stakeholders
- Led developers in two projects for the public sector
 - developed a patient **Remote Nonitoring MVP** for **GSTT (Guy's and St Thomas' NHS Foundation Trust)**
 - extended **Repairs Hub** – an application for managing housing repair tickets used by **Hackney Council**
- Participated in a number of other projects, including
 - updated **Ruby on Rails** microservices for **GDS (Government Digital Service)**
 - implemented **i18n (internationalization)** of the **UK Parliament petitions** for use as the **Welsh Parliament petitions**
 - developed the **alpha phase** prototype of **BOPS (Back Office Planning System)** for **Southwark Council**
- Part of the **24h customer support on call** team, monitoring critical applications and **AWS** infrastructure
- Taught junior developers

AIS Digital

Brasília, Brasil

Backend Java Developer

2018

- Integrated enterprise **SOAP Webservices** and **REST APIs** within a large insurance company
- Debugged and optimized the company's BI product by analyzing database usage patterns

Wololo

Recife, Brasil

Backend Ruby Developer (contractor)

2017

- Designed and implemented the application's **API** for use by its web and mobile clients

Papo de Homem

Remote Brasil

Fullstack Ruby on Rails Developer (contractor)

2016–2017

- Developed a public **API** and implemented push notifications for mobile clients
- Responsible for **technical support**

Bebop

Brasília, Brasil

Intern Polyglot Developer

2011–2014

- Worked in multiple projects involving **electronics**, **IoT**, **computer graphics** and **computer vision**
- Participated in the development of **LambLamb** — an automated **Instagram** printer (**Java**, **Ruby on Rails**)
- Presented projects to users and provided technical support during exhibitions

Courses and Certifications

Amazon Web Services

Certified AWS Cloud Practitioner

2020

Princeton (Coursera)

Bitcoin and Cryptocurrency Technologies

2017

Stanford (Coursera)

Machine Learning

2016

- <https://www.coursera.org/account/accomplishments/verify/NE32SCRBV3F6>

TECHtraininG

MSP430 microcontroller with FRAM memory

2012

IEEE

Arduino Hack Day

2011

Personal Projects

Em Edificação (videogame)

Author and developer

2006–Now

Em Edificação – translated *Edification* – is a 3D videogame written from scratch in C using **libSDL** and **OpenGL**. My biggest personal project, on which I've been working on and off throughout many years.

- Implemented a **Solid Leaf BSP Tree** compiler for collision detection and polygon sorting
- Implemented a **Sequential Impulse** solver for real-time physics simulation
- Ported to **Linux** and **Android** and modern browsers with **WebGL** – thanks to **Emscripten**

Newest version still to be made public, but older incarnations can be found at:

- https://github.com/pudiva/teh_engine
- https://github.com/pudiva/engine-on-Qua-Ago-29-09_42_48-BRT-2007

Rogix/Gordax

Co-Author and developer

2006–2011

A multilib **GNU/Linux distro** for x86_64 inspired by the *Linux From Scratch* book, motivated by an insatiable desire to control one's own computer and build everything from source.

- Designed and implemented
 - a package manager
 - multilib header file wrappers
 - bootscripts
 - a build script framework
- Built a myriad of binary software packages (including **gcc**, **glibc** and **X11**) from source
- Used as main OS for ~5 years — until its host computer passed away

Some of its source code was salvaged and is available at:

- https://github.com/pudiva/rogix_gordax

Some Contributions to Free/Open Source Software

Git

mergetools: add support for nvimdiff (neovim) family

- <https://github.com/git/git/commits?author=pudiva>
- <https://public-inbox.org/git/20200718192001.27434-1-rogi@skylittlesystem.org/>

C language, shellscrip

2020

Emscripten

Add MP3 support to SDL2_mixer

- <https://github.com/emscripten-core/emscripten/pulls?q=author%3Apudiva>

C language, Python

2020

SDL_image

Fix XPM having white as color key (transparency)

- https://hg.libsdl.org/SDL_image/rev/082214c629d1
- https://bugzilla.libsdl.org/show_bug.cgi?id=4964

C language

2020

Gimp

Fix #4560 - file-xpm saving unused transparency

- <https://gitlab.gnome.org/GNOME/gimp/-/commit/22bedfc3>

C language

2020

govuk_schemas (Government Digital Service)

Fix RandomSchemaGenerator.new always returning equivalent generators

- https://github.com/alphagov/govuk_schemas/pulls?q=author%3Apudiva

Ruby

2020

UK Parliament petitions

Forbid URIs on signature names

- <https://github.com/alphagov/e-petitions/pulls?q=author%3Apudiva>

Ruby

2020

Active Graph (Neo4j.rb)

Fix wait_for_connection not waiting for connection

- <https://github.com/neo4jrb/activegraph/pulls?q=author%3Apudiva>

Ruby

2020