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: o C o Ruby on Rails o GNU/Linux o AWS o SQL o libSDL o OpenGL o Git o Vim o ...

Professional Experience

London, United Kingdom

Fullstack Ruby on Rails Developer

2018-2020

- o Effectively worked in Agile teams, collaborating with designers, product owners, end-users and other stakeholders
- Led developers in two projects for the public sector
 - developing a patient remote monitoring MVP for the Guy's and St Thomas' NHS Foundation Trust
 - extending a housing repair management system for Hackney Council
- o Participated in a number of other projects, including
 - updating **Ruby on Rails microservices** for the Government Digital Service
 - translating of the *UK Parliament petitions website* for the *Welsh Parliament*
 - a discovery phase on how to improve the processing of development planning applications for Southwark Council
- o 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

Debugged and optimized the company's BI product

Wololo Recife, Brasil

Backend **Ruby** Developer (contractor) 2017

 Modelled the application business logic and database Designed and implemented the application's API

Remote Brasil Papo de Homem

Fullstack **Ruby on Rails** Developer (contractor)

2016-2017

- o 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
- o Participated in the development of LambLamb an automated Instagram printer (Java, Ruby on Rails)
- o 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)

2016 Machine Learning

o https://www.coursera.org/account/accomplishments/verify/NE32SCRBV3F6

TECHtraininG

MSP430 microcontroller with FRAM memory

2012

IEEI

Arduino Hack Day 2011

Personal Projects

Em Edificação (videogame)

Authoar 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.

- o Implemented a Solid Leaf BSP Tree compiler for collision detection and polygon sorting
- o Implemented a Sequential Impulse solver for real-time physics simulation
- o 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:

- o https://github.com/pudiva/teh_engine
- o 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.

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

Some of it's source code was salvaged and is available at:

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

Some Contributions to Free/Open Source Software

Git
mergetools: add support for nvimdiff (neovim) family
o https://github.com/git/git/commits?author=pudiva

o https://github.com/git/git/commits:author=pudiva

https://public-inbox.org/git/20200718192001.27434-1-rogi@skylittlesystem.org/

Emscripten
Add MP3 support to SDL2_mixer

C language, Python
2020

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

SDL_image
C language
Fix XPM having white as color key (transparency)
2020

Fix XPM having white as color key (transparency)
o https://hg.libsdl.org/SDL_image/rev/082214c629d1

o https://bugzilla.libsdl.org/show_bug.cgi?id=4964

GimpFix #4560 - file-xpm saving unused transparency

C language
2020

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

govuk_schemas (Government Digital Service)RubyFix RandomSchemaGenerator.new always returning equivalent generators2020

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

UK Parliament petitionsRubyForbid URIs on signature names2020

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

Active Graph (Neo4j.rb)RubyFix wait_for_connection not waiting for connection2020

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