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 with 6 years of experience. Experienced at collaboratively designing and implementing software tailored to optimize customers' business objectives, learning and exchanging skills with others on the go. Believes that software development should be driven by people's needs. Fluent in Portuguese and English. Moved to London in 2018 looking for new challenges.

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

2016-2017

- o Effectively worked in Agile teams, collaborating with designers, product owners, end-users and other stakeholders
- Led developers in two projects with local government
 - developed the Remote Monitoring MVP for the Guy's and St Thomas Trust, to help clinicians remotely monitor their patients
 - extended Repairs Hub, used by Hackney Council to track housing repair tickets, by reverse-engineering legacy systems
- o Worked as a developer in other projects with the public sector
 - performed Rails upgrades on GDS (Government Digital Service) microservices
 - 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
- o Part of the 24h customer support on call team, monitoring critical applications and AWS infrastructure
- Encouraged the growth of junior developers through code reviews and pair programming

AIS Digital Brasília, Brasil Backend **Java** Developer 2018

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

Recife, Brasil

Backend **Ruby** Developer (contractor)

2017

o 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)

o Developed a public API and implemented push notifications for mobile clients

Provided technical support on call

Bebop Brasília, Brasil 2011-2014 Intern **Polyglot** Developer

Worked in multiple projects involving electronics, IoT, computer graphics and computer vision

- o Co-developed LambLamb an automated Instagram printer (Java, Ruby on Rails)
- o Optimized projects' graphic performance and quality
- 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)

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.

- o Implemented complex mathematical algorithms
 - a Solid Leaf BSP Tree compiler to optimize collision detection and polygon sorting
 - a **Sequential Impulse** solver for fast real-time physics simulation
 - a **BVH** (Bounding Volumes Hierarchy) tree to **optimize** collision queries
- 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 its host computer passed away

Some of its source code was salvaged from old backups and is available for amusement at:

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

Some Contributions to Free/Open Source Software

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

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, shellscript 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) o https://hg.libsdl.org/SDL_image/rev/082214c629d1 o 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
<pre>govuk_schemas (Government Digital Service) Fix RandomSchemaGenerator.new always returning equivalent generators o https://github.com/alphagov/govuk_schemas/pulls?q=author%3Apudiva</pre>	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	Ruby 2020

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GitHub Recruitment team April 26, 2021

Dear hubbers,

hope you are doing well in this pandemic. I write to you submitting my application to the "Software Engineer - App Core" position. I'm confident that I have the skills and that the role is what I'm looking for.

I'm a passionate self-taught hacker with diverse experience. I learned my first programming language, C, when I was 12, and worked my way trying to do things from scratch, such as implementing complex mathematical algorithms for video games and developing a whole GNU/Linux distribution.

Working as a full stack Ruby on Rails developer for 6 years, delivering excellent results and constantly improving myself, I had a rapid career progression. Two years ago, I moved from Brasil to the UK looking for new challenges.

I believe that GitHub is a place where I'll find interesting challenges, capable colleagues and a diverse and inclusive culture, where I'll perform my best, do meaningful work and become an even better professional.

Hope to hear from you soon!

Best regards,

Pudim