Benjamin William Mezger

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About Me

I am a driven individual highly motivated in writing well-designed software and helping the team grow together. I have strong experience refactoring large codebases, handling hard deadlines, following software's best practices, and learning new technologies. I have a strong background in cultural adaptability from working and living in different countries and remote and office experience. I pursue a Bachelor in Computer Science, and I expect to graduate with my master's degree by the end of 2022.

Education

Nov 2020 Current

University of Vale do Itajai (UNIVALI)

Master of Applied Computing in the field of computer architecture and operating systems for real-time embedded aerospace systems.

Jul 2020

University of Vale do Itajai (UNIVALI)

Bachelor of Science: Computer Science

Thesis title: A microkernel for the RISC-V Instruction Set Architecture

Work experience

Mar 2020 Current

Teaching internship at the University of Vale do Itajaí, Florianópolis

 Technical application for a class of Bachelor of Computer Engineering students, covering processes and threads, including IPC, semaphores and mutexes.

Oct 2018 Current

Software Engineer at Cheesecake Labs, Florianópolis

- Creating AWS cloud infrastructure for web applications and queue-based systems
- Implementation of well designed RESTful HTTP APIs
- Contributed to internal processes and tool development
- Developed and maintained multiple large projects, from micro to monolithic services, with a variety of programming languages

Dec 2015 Oct 2018

Software Engineer at United Academic, Amsterdam (remote)

- Contributed to the development of an open-access library, built with Django, MongoDB, and an
 extensive infrastructure self-hosted at DigitalOcean
- Migrated a significant non-containerized architecture to a containerized web application with Docker, Travis, and Ansible
- Setup of automated build processes, tests, and deployments
- Managed and maintained a large database of distinct file types and user data
- Worked with a fully remote team

Languages

English	Advanced
Dutch	Advanced
Portuguese	Advanced
German	Basic
Spanish	Basic

Technical skills

Programming Languages Rust, Python, C/C++, Go, Assembly, Java, Javascript, Bash and Latex

Databases: PostgreSQL, MySQL, SQlite, MongoDB and CouchDB Operating Systems Linux (Archlinux, Gentoo, Debian), FreeBSD and Mac OSX

Editor Emacs and Vim

Tools Vagrant, Docker, Ansible, Kubernetes, Terraform

Services Amazon AWS, Heroku, DigitalOcean, Scaleway, Jira, Github, Gitlab

Project Management Kanban, Scrum, Agile development, etc.