

# Benjamin William Mezger

*Short version*

## Personal Data

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Nationality:	German/Dutch/Brazilian
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## About Me

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I am a driven individual motivated in writing well-designed software and helping the team achieve goals together. I have strong experience refactoring large codebases, handling hard deadlines, following software's best practices, and understanding business domains. In addition, I have a strong background in cultural adaptability from working and living in several countries and remote and office experience. I have a Bachelor's degree in Computer Science, and I expect to graduate with a master's degree by 2022.

## Education

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Nov 2020 <i>Current</i>	<b>University of Vale do Itajai (UNIVALI)</b> Master of Applied Computing in the field of computer architecture and operating systems for real-time embedded aerospace systems.
Jul 2020	<b>University of Vale do Itajai (UNIVALI)</b> Bachelor of Science: Computer Science Thesis title: A microkernel for the RISC-V Instruction Set Architecture

## Work experience

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Jul 2021 <i>Current</i>	<b>Software Engineer at Nook.io, Lisbon (remote)</b> <ul style="list-style-type: none"><li>– I contributed to improving the project management process by introducing Agile techniques.</li><li>– I refactored a large codebase with lots of conditional statements, improving performance, maintainability, and the number of critical paths.</li><li>– Introduced an event- and domain-driven architecture in order to reflect the actual business domain.</li><li>– I worked on a set of improvements to make code adaptability and extensibility easier, resulting in a more scalable codebase and easing maintainability for other engineers.</li></ul>
Aug 2021 Dec 2021	<b>Teaching internship at the University of Vale do Itajaí, Florianópolis</b> <ul style="list-style-type: none"><li>– Taught and applied parallel computing concepts in a Bachelor of computer engineering and computer science class, resulting in students implementing and presenting parallel algorithms with OpenMP.</li></ul>

Oct 2018 Jun 2021	<b>Software Engineer at Cheesecake Labs, Florianópolis</b> <ul style="list-style-type: none"> <li>– I Created a variety of AWS cloud infrastructure for web applications and queue-based systems, which resulted in scalable and maintainable architectures.</li> <li>– Wrote monolithic well designed RESTful HTTP APIs with Django, Django Rest Framework (DRF), and PostgreSQL, which resulted in APIs with high throughput and highly scalable throughout its lifetime.</li> <li>– Contributed to the company's internal process by developing a Jira Git commit hook, automatically adding the card's information to the commit body and moving the card according to its status.</li> <li>– I refactored vital legacy monolithic projects by inserting multiple software patterns to create a service-based architecture, which resulted in the separation of the API layer and business logic layer.</li> <li>– Participated and contributed to team chapters and meetings by providing valuable technical information and updates, generating a sizeable dynamic project boilerplate with custom preconfigured settings.</li> <li>– Worked end-to-end with the quality assurance team, which resulted in a further valuable and bug-free product.</li> </ul>
Dec 2015 Oct 2018	<b>Software Engineer at United Academic, Amsterdam (remote)</b> <ul style="list-style-type: none"> <li>– Contributed to developing an open-access library, written with Django, MongoDB, and a self-hosted infrastructure at DigitalOcean, achieving a well scalable architecture with a high database throughput.</li> <li>– Migrated a significant set of non-containerized architecture to a containerized with Docker, Travis, and Ansible, resulting in a more straightforward and maintainable deployment system.</li> <li>– Worked with a fully remote team in different countries, having to adapt methodologies to synchronize upcoming sprint tasks.</li> </ul>

## Languages

<i>Languages</i>	<i>Proficiency</i>
English	Bilingual
Dutch	Bilingual
Portuguese	Bilingual
German	Elementary
Spanish	Elementary

## 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
Tools	Vagrant, Docker, Ansible, Terraform, Git
Services	Amazon AWS, Heroku, DigitalOcean, Scaleway, Jira, Github, Gitlab
Project Management	Kanban, Scrum, Agile development, etc.