Benjamin William Mezger

Short version

Personal Data

Nationality:	German/Dutch/Brazilian
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Last updated:	June 29, 2021

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. In addition, 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

– Taught and applied Operating System synchronization algorithms in a Bachelor of Computer Engineering class, which resulted in students implementing and presenting synchronization techniques and algorithms.

– Taught Operating System design and implementation in a computer engineering class, which resulted in students implementing different components of a pre-defined operating system.

Oct 2018
Current

Software Engineer at Cheesecake Labs, Florianópolis

– Created a variety of AWS cloud infrastructure for web application and queue-based systems, which resulted in scalable and maintainable architectures.

– 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.

– 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 cart according to its status.

- 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.

- 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.

- Worked end-to-end with the quality assurance team, which resulted in a further valuable and bug-free product.

Dec 2015
Oct 2018

Software Engineer at United Academic, Amsterdam (remote)

- 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.

- 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.

- Worked with a fully remote team in different countries, having to adapt methodologies to synchronize upcoming sprint tasks.

Languages

Languages	Proficiency
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.