Eduardo Bellani Brazil - SC - Florianópolis ② +55 48 96080745 \blacksquare skype: eduardo.bellani

⊠ email ⊗ blog



Software Artisan & Interdisciplinary Connector

Curriculum Vitae

Open Source Projects

- → DrFuzzy is a nice small sample of my code. It is a plugin for the DrRacket IDE. It is also a bit outdated, but it is a full project, so it shows how I deal with the diverse aspects of software development.
- → Anything else on github. It is pretty dynamic in there, since I work on several different things at a time. Feel free to browse around.

Technical Skills

- → Programming Languages: Scheme, Common Lisp, C, Ruby, Javascript, SQL.
- **► Taste**: I like to think that I have a little of that thing called taste.
- **Design philosophy**: I use design practices from competent sources [1, 2, 3] as much as I can. I try my best to grow code from data analysis, using the paradigm that fits better to the problem.
- **▶** Programming practices: I try hard to do my work in an egoless and pragmatic fashion.
- → OS: I mostly use Ubuntu, sometimes Debian or Sus. I have installed and played around with some BSDs.
- → Preferred development tool: Vim in the old days, Emacs more recently, and DrRacket for all schemy things. Although anything that provides a rich environment with fast feedback is fine.

Professional Experience

2009	→ Educator and Researcher. I have been using HTDP and SICP textbooks to help colleagues	
	develop programming skills and taste.	

2009	→ Contractor for DevRepublic.	Basically the default rails "web 2.0" contract gig, involving
	building a project manager.	

2007 - 2008	► Contractor for ELC a rails house developing a multitude of "web 2.0" services, from CMS to
	social networks.

2007	➡ Developer for AuctionPal in their internal rails Auction Expert system. Most	tly con-
	troller/model area of the MVC stack. Unfortunately the project was discontinued.	

2007 Contractor for Ursa Minor for a Dupont green site. I was an all around developer for the site, doing stuff from the UI(mostly AJAX) to the background and cart functionality.

Professional Experience (continued)

2005 - 2007

⇒ Software Developer/Interface Engineer for LabSEC(UFSC's security lab) Helping to build a crypto library in C++ called liberyptosec to facilitate the development of cryptography applications. This was part of a larger Digital Certificate Management System called ywapa for the national Certificate Authority of the Brazilian Federal Government.

Interests

- **Languages and paradigms**: Works like HTDP, SICP and more recently CTMCP sparked a pluralistic interest in paradigms of programming languages.
- **→** Artificial intelligence programming: Peter Norvig's book sparked my interest in this area.
- **▶ Information Retrieval**: I believe that this is the application of AI with the greatest potential for impact in the current and coming years.
- **▶ Interactive Computer Graphics**: Shiny things floating in the screen always attract my attention, specially when I create them.
- → Matethics: I was strongly inspired by Seymour Papert to start learning about learning and to investigate how technology can augment our cognitive abilities.
- **→ Hacker news**: One of the few online communities that I lurk.
- **►** Martial arts, extreme sports: Great ways to get in shape and to get in contact with your body.
- **▶** Writing: It's a way to express myself that I find very appealing, in the same fashion as coding.
- → Meeting new people and ideas: It's the best way to keep your mind fresh and your beliefs in check.

Education&Miscellaneous

- ⇒ College, Information Systems and CS UFSC
- → Articles

How Self-Determination Theory and Situative Learning are concomitant theories A new production model for the competition in a progressively more integrated world An emergent participatory design framework for higher education Developing a programming design taste

- ► Languages: Portuguese, Fluent English, Basic Italian, Basic Spanish
- → Presentations

Birds of a feather @ Rails Summit Latin America 2008 Article @ Squeakfest Brasil 2009

Books













