Eduardo Bellani
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Research Engineer

Technical Skills

➥ Projects (Crawlers, recognizers, games, and random research widgets).

➥ *Programming Languages*: Scheme, Lush, Common Lisp, Clojure, C, Ruby, Python, Javascript, SQL, C++, and Java.

➥ *OS*: Any *nix would be ok with me.

➥ *Environment*: I prefer to use highly interactive environments. Emacs usually fits the bill.

➥ *Domains*: Web, data analysis, security.

Recent Professional Experience

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2012 - Present   ➥ **Engineer** – Developing a financial system for stackbuilders.

2010 - 2012   ➥ **Research Engineer** – Lead a team that build a captcha recognizing system. Researched and presented concurrent crawler architectures.

2007-2009   ➥ **Web Developer** – Telecommuted for these companies: DevRepublic, ELC, AuctionPal, Ursa Minor.

2005 - 2007   ➥ **Research Engineer** – Built a GUI for the PKI managing software. Participated in several modules of that system, including interfacing with the openssl layer.

Miscellaneous

➥ **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

Personal statement

➥ I believe that individual freedom leads to prosperity, peace, and happiness. Because of that I usually prefer to work in places where the management structure is such that incentives are used instead of control. This has the good side effect of attracting the best professionals, and working with such people is one of my major career goals.

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[1]contacts provided upon request.