

Eduardo Bellani
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Software Artisan

Open Source Projects

- ➡ These days all my public code is located at my [github repository](#). Feel free to browse around.

Technical Skills

- ➡ **Programming Languages:** I am proficient with Scheme and Ruby and I am familiar with C, Common Lisp, Javascript and SQL.
- ➡ **Taste:** I like to think that I have a little of that thing called [taste](#).
- ➡ **Design philosophy:** I use design practices from these 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:** Any *nix would be ok with me.
- ➡ **Environment:** Vim, Emacs, and tools such as [DrRacket](#).

Recent Professional Experience

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|-----------------------|--|
| 2010 - Present | ➡ Researcher and Programmer. Developing a concurrent modular internet crawler using Racket for neoway . |
| 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. Mostly controller/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. |

Education&Miscellaneous

- ➡ College, Information Systems and CS - [UFSC](#)

Education&Miscellaneous (continued)

➤ 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

Personal statement

➤ I am a humanist by heart, and I like to play with toys, symbols, concepts, and viewpoints. On the other hand, I am a concerned human being that worries about the future, and I find the lack of liberty and suffering in the world inadmissible.

Because of that, my objective is to work in a challenging and dynamic environment that allows me to help in making the world a better place by producing meaningful research and products.

Books

