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Software Artisan

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 It is also a bit outdated, but it is a full project, so it shows how I deal with the diverse aspects of software development.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**: 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

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

➥ **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