Eduardo Bellani
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Research Engineer & Software Artisan

Technical Skills

➥ Projects.

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

➥ *OS*: Any *nix would be ok with me.

➥ *Environment*: Mostly emacs theses days. But I use whatever is good for the job.

➥ *Domains*: web, information retrieval, pattern recognition, security, robotics.

Recent Professional Experience

[1]

2010 - Present	➥ **Research Engineer** in concurrent web crawling and character recognition systems. Also played a role as a technical leader.
2009	➥ **Educator and Researcher** of diverse computing paradigms using approaches from the lisp and smalltalk intellectual family.
2007-2009	➥ **Ruby web developer** working as a telecommuter for several companies around the world (DevRepublic, ELC, AuctionPal, Ursa Minor).
2005 - 2007	➥ **Software Developer** for my university security lab. Worked mostly with C++, Qt, and asymmetric cryptography.

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 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.

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[1]contacts provided upon request.