



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 It is also a bit outdated, but it is a full project, so it shows how I deal with the diverse aspects of software development.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.
- ➡ **Platforms:** Vim, Emacs more recently, and [DrRacket](#) for all schemy things.

Recent 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. 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

