



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 these days. But I use whatever is good for the job.
- ➡ *Domains*: web, information retrieval, pattern recognition, security, robotics.

Recent Professional Experience

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- 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 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.

¹contacts provided upon request.