Mário Feroldi Filho

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EDUCATION

Salesiano Auxilium Catholic University, Araçatuba, Brazil

Feb 2015 – Dec 2019

B.S., Computer Engineering

GPA: 3.45/4.0

Professional Experience

Grupo Salutem, Software Engineer Intern

Jan 2019 – present

- Optimized the development cycle by moving the compilation, testing and deploying process to the Cloud.
- Developed a clinical appointment scheduling mobile application for the AME clinics with the Flutter SDK.
- Trained developers to use the Github workflow in the development process.

RESEARCH EXPERIENCE

Salesiano Auxilium, Undergraduate Research

Aug 2018 - Jun 2019

- Researched compiler optimizations in code generation for multiple processor architectures.
- Elaborated on instruction selection and the pattern matching and selection problem.
- Researched how LLVM, GCC and superoptimizers select instructions and generate quality code.

Salesiano Auxilium, Undergraduate Thesis

Feb 2019 - Dec 2019

- Researching the Regionalized Value State Dependency Graph (RVSDG) as an intermediate representation (IR) for multiple compiling stages.
- Implementing the compiler's back end as a pipeline of transformations on the RVSDG, turning it from higher to lower level at each pass.
- Avoiding duplication of effort when implementing common optimizations for different IRs, such as constant propagation.

Personal Projects

CCI: C11 Compiler Infrastructure

github.com/feroldi/cci

- Developing a compiler infrastructure to manipulate and compile C code.
- Meant as a personal research project to acquire hands-on experience on compiler engineering.
- Used C++17 for development, GoogleTest for unit tests, and CMake for the build system.

Ruke: A microkernel experiment

github.com/feroldi/ruke

- Created a microkernel for the x86 architecture.
- An experiment with the Mozilla's Rust programming language.
- Used Rust for most of the development, and x86 Assembly for the low-level bits.

Cognita: A flashcard system mobile application

github.com/feroldi/cognita

Jan 2015

- A system to optimize the learning process of any subject by using the principle of spaced repetition.
- Implemented the Leitner system for the training sessions.
- Used the Flutter framework, and the SQLite embedded database.

LANGUAGES

Advanced English Native Portuguese

TECHNICAL SKILLS

Bash, C, C++, C#, Dart, Flutter, GNU/Linux, Git, Java, POSIX, PostgreSQL, Python, Rust, SQLite, x86 Assembly

OTHERS

Top 10% on the C++ tag on Stack Overflow	since Jan 2019
Placed 348th out of 1156 at the XXIII Maratona SBC First Phase	Sep 2018
Undergraduate Teaching Assistant for Compilers	Aug 2018
Gave a presentation to my class on C++14 and its features	Aug 2016

Undergraduate Teaching Assistant for Programming Logic and Algorithms