

# Mário Feroldi Filho

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Currently living in Vinhedo, São Paulo.

## Education

<b>Salesiano Auxilium Catholic University</b> Araçatuba, Brazil B.S., Computer Engineering GPA: 3.45/4.0	<b>Feb 2015 – Dec 2019</b>
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## Languages

Advanced English  
Native Brazilian Portuguese

## Professional Experience

<b>Reddening Games</b> , <i>Startup Owner and CEO</i> <ul style="list-style-type: none"><li>Working on a computer video game to be released on the Steam store.</li><li>I do everything: coding, art and music creation, level design, SFX, VFX, marketing, community management etc.</li><li>Using the Rust programming language and the Bevy Engine.</li></ul>	<b>Feb 2024 – Present</b>
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<b>JusBrasil</b> , <i>Senior Software Engineer</i> <ul style="list-style-type: none"><li>Worked on an Entity Resolution problem to connect lawsuit parties to their respective government-issued IDs and many other identifying information.</li><li>Developed a solution that scaled well for 12 million lawsuit parties, which involved adapting many internal projects as well.</li><li>Such solution had online and offline approaches which worked together to reach full resolution.</li><li>Provided a client facing product with data and APIs to access such solution’s results.</li><li>Created a process by which clients could report erroneous data, as well as request removal of personal information.</li><li>Trained interns to work with entity resolution.</li><li>Used Python and Scala for coding, and Apache Spark, Airflow, Kafka and Kubernetes for offline and online solutions.</li><li>Used Google Cloud Dataproc for big data processing with Spark.</li><li>Used BigQuery and Grafana for dashboards.</li></ul>	<b>Jan 2021 – Jan 2024</b>
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<b>Bipp Global</b> , <i>Business Partner, Software Engineer</i> <ul style="list-style-type: none"><li>Worked on a mobile application for online food and job ordering and delivery platform.</li><li>Used the Flutter framework for most of the development.</li><li>Used TypeScript and Google Cloud Functions to run serverless code, and Firebase for stateless database.</li></ul>	<b>Feb 2020 – Dec 2020</b>
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<b>Grupo Saludem</b> , <i>Software Engineer</i> <ul style="list-style-type: none"><li>Developed the CI/CD cycle (continuous integration and deployment) for a hospital management software using Python, Docker and GitHub Actions.</li><li>Developed a clinical appointment-booking mobile application for the AME clinics using the Flutter framework.</li><li>Worked on appointment scheduling and integration with the mobile app on the hospital management software using AngularJS, Rust, and Java with Spring Boot.</li><li>Trained the development team to use Git commands and GitHub Workflow.</li></ul>	<b>Jan 2019 – Jan 2020</b>
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<b>Freelancing</b> , <i>Software Engineer</i> <ul style="list-style-type: none"><li>Worked on many small projects consisting of process automation and data processing.</li><li>Used mostly Python and C++, as well as cron for job scheduling.</li></ul>	<b>Jun 2016 – Jan 2019</b>
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## Personal Projects

<b>sophia: A custom programming language and compiler</b> <ul style="list-style-type: none"><li>Developing a compiler for my own programming language.</li><li>Meant as a teaching project to show the facets of compiler engineering where I code live on Twitch.</li><li>Used Rust for most of the development, and x86 Assembly for the low-level bits.</li></ul>	github.com/feroldi/sophia
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<b>cognita: A flashcard system mobile application</b> <ul style="list-style-type: none"><li>A mobile application to optimize the learning process of any subject by using the principle of spaced repetition.</li><li>Implemented the Leitner system for the training sessions.</li><li>Used the Flutter framework, and the SQLite embedded database.</li></ul>	github.com/feroldi/cognita
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<b>An implementation of C++’s new memory resource API</b> <ul style="list-style-type: none"><li>A work in progress implementation of the &lt;memory_resource&gt; header from C++17.</li><li>It has polymorphic memory allocation and monotonic buffers implementations.</li></ul>	github.com/feroldi/cxx17_memory_resource
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## Technical Skills

C, C++, Rust, Python, Go, Java, C#, Scala, TypeScript, x86\_64 Assembly, Haskell, Dart  
Bash, GNU/Linux, Git  
Kubernetes, Docker, Kafka, Terraform, Grafana  
GitHub, GitHub Actions  
Firebase, PostgreSQL, SQLite, RESTful APIs  
Apache Spark, Apache Kafka, Hadoop, Redis, Airflow  
Google Cloud Platform: Dataproc, BigQuery, Storage  
Flutter, AngularJS, ReactJS, Spring Boot  
CMake, Ninja, and Cargo build systems  
Familiarity with the Clang and LLVM codebase

## Miscellaneous

Top 10% on the C++ tag on Stack Overflow	since Jan 2019
Undergraduate Teaching Assistant for Compilers	2018
Undergraduate Teaching Assistant for Programming Logic and Algorithms	2015