







Gabriel Silva Simões

Software Developer

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ABOUT ME

- I'm currently a student at the University of Notre Dame, pursuing a major in Computer Science.
- I have developed a passion for Computer Science out of an extensive participation in algorithmic competitions and from actively learning software development by working on personal projects.
- I have a focused mindset and am constantly looking for new challenges.
- I am currently looking for internship opportunities related to software development.

TECHNICAL SKILLS

- C/C++ (4 years focused on competitive programming)
- Go
- Clojure
- JavaScript
- Bash
- SQL
- HTML/CSS
- Linux
- Git
- Knowledge in Agile methods (XP)

EDUCATION

B.S. in Computer Science — University of Notre Dame

Aug 2018 — May 2022

EXPERIENCE

Freelancing

Jan 2018 — Jul 2018

- Worked mainly in the development of web solutions for small clients, implementing both the front end and the back end in PHP or Node.js, using SQL databases to store the application data.
- Acquired experience in customer relations, project management and dealing with requirements and deadlines.

HONORS & AWARDS

30th International Olympiad in Informatics (IOI) — Japan — Silver medal **2018**

29th International Olympiad in Informatics (IOI) — Iran — 197th out of 300 **2017**

Ibero-American Olympiad in Informatics (CIIC) 2018 — Gold medal **2018**

Ibero-American Olympiad in Informatics (CIIC) 2017 — Gold medal (first place) **2017**

National olympiads in Informatics, Mathematics, Physics, Chemistry and Astronomy — Brazil — Various medals **2015 — 2017**

LANGUAGES

- English (Fluent)
- Portuguese (Native)

PERSONAL PROJECTS

OBIJudge — A local programming contests judging system. Features sandboxing based on Linux control groups, a back end server implemented in Go, and a web interface.

re-frame-firebase — A Clojure framework that integrates Google Firebase with the ClojureScript compiler. I was responsible for completely refactoring the code and integrating it with a fully new version of Firebase.

gabrielsimoes.github.io — My personal website. Features a system of automatic generation and deployment developed from scratch using Node.js, the Pug templating engine, the SCSS preprocessor, the Gulp automation toolkit and more.