

GABRIEL BASTOS

ABOUT & CONTACT

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WORK EXPERIENCE

DEC. 2021 JUL. 2021	THOUGHTWORKS Consultant Software Engineer Activities and technologies: <ul style="list-style-type: none">◦ Backend software development.◦ Test driven development, agile methodology.◦ Java, Spring Boot framework.
NOV. 2020 APR. 2019	MAV TECHNOLOGY Junior Software Engineer Activities and technologies: <ul style="list-style-type: none">◦ Maintenance of infrastructure and legacy systems.◦ C++, Python and Lua programming.◦ Microservices architecture, docker.
APR. 2019 MAR. 2018	FEDERAL UNIVERSITY OF MINAS GERAIS Undergraduate research – Speed laboratory Activities: <ul style="list-style-type: none">◦ IoT malware analysis. Publications: <ul style="list-style-type: none">◦ Identifying and Characterizing Bashlite and Mirai C&C Servers Published in 2019 IEEE Symposium on Computers and Communications◦ Identificação de Servidores C&C e Variantes de Malwares Bashlite e Mirai Published in 2019 Brazilian Symposium on Networks and Distributed Systems
MAR. 2018 MAR. 2017	FEDERAL UNIVERSITY OF MINAS GERAIS Computer Programming Prefect Activities: <ul style="list-style-type: none">◦ Assistance to students in practical activities.
SEP. 2016 NOV. 2015	BRAE BIOTECNOLOGY Junior Software Engineer Activities and technologies: <ul style="list-style-type: none">◦ Desktop software development for medical equipment.◦ C# programming.
JUL. 2015 FEB. 2015	BRAE BIOTECNOLOGY Internship Activities and technologies: <ul style="list-style-type: none">◦ Firmware software development for an electrocardiograph.◦ Embedded C programming.

EDUCATION

SEP. 2021	FEDERAL UNIVERSITY OF MINAS GERAIS
JUL. 2016	Information Systems Bachelor
2015	UFMG'S TECHNICAL HIGH SCHOOL
2013	Electronics technician

SKILLS

ENGLISH	Advanced reading, writing, hearing and speaking.
PROGRAMMING LANGUAGES	I'm familiar with the following programming languages: C, C++, Rust, C#, Java, Haskell, Python, Lua.
TECHNOLOGIES	I'm familiar with the following technologies: Linux, bash, git, docker, emacs.

PERSONAL INTERESTS

I love computers and have been programming since I was 14 years old.

Some of the topics of my interest:

- Systems programming.
- Type systems, programming paradigms.
- Programming languages and compilers.
- Clean code and software engineering techniques in general.
- Open source software.

Projects

Besides personal projects, I also have made contributions to at least 15 open source repositories. All of my activity can be found at my [github](#). Here are some of my projects:

HUSH	https://github.com/gahag/hush Hush is a modern Unix shell based on the Lua programming language. Currently a work in progress.
DCI	https://github.com/gahag/dci DCI-Closed ¹ : a frequent closed itemset mining algorithm, implemented in Rust.
BGREP	https://github.com/gahag/bgrep Bgrep is a <i>grep</i> spin for binary patterns and files.
FSQL	https://github.com/gahag/fsql FSQL is a tool written in haskell to query the file system with SQL-like syntax.
TPC	https://github.com/gahag/tpc TPC is a template based parser combinator for C++.

¹http://hpc.isti.cnr.it/~claudio/papers/2004_FIMI_dci_closed.pdf