Gabriel Bastos

ABOUT & CONTACT

Name: Gabriel Silva Bastos

BIRTHDATE: 5 Jun 1997

Address: Belo Horizonte - MG - Brazil.

PHONE: + 55 (31) 99286-2772 E-MAIL: gabriel.s.b@live.com

WORK EXPERIENCE

Nov. 2020 | MAV TECNOLOGY APR. 2019 | Software Engineer

Activities and technologies:

- Maintenance of legacy systems.
- \circ C++, Java and Lua programming.
- \circ Microservices architecture, docker.

APR. 2019 | FEDERAL UNIVERSITY OF MINAS GERAIS MAR. 2018 | Undergratuate research – Speed laboratory

Activities:

- \circ IoT malware analysis.
- Scientific paper writing.

Topics:

- o Data mining and analysis, linux infrastructure.
- o Python and Bash scripting.

Mar. 2018 \mid Federal University of Minas Gerais

Mar. 2017 | Computer Programming Prefect

Activities:

• Assistance to students in practical activities.

Topics:

- o Sequential and combinational circuits.
- Scilab programming.

SEP. 2016 | BRAE BIOTECNOLOGY Nov. 2015 | Junior systems analyst

Activities:

- o Desktop software development for an electrocardiograph.
- \circ Desktop software development for a multi-parameter monitor.

Technologies:

- ∘ C# programming.
- Microsoft Windows Presentation Foundation.

Jul. 2015 | BRAE BIOTECNOLOGY

Feb. 2015 | Internship – Electronics technician

Activities

- Co-development of an electrocardiograph.
- Firmware software development for the electrocardiograph.

Technologies:

- \circ Keil $\mu\! V$ ision embbeded development environment.
- \circ Embedded C programming.

EDUCATION

	FEDERAL UNIVERSITY OF MINAS GERAIS Undergraduate in Information Systems	
	UFMG'S TECHNICAL HIGH SCHOOL Electronics technician	
Chara		

SKILLS

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

PERSONAL INTERESTS

I love computers and have been programming since I was 14 years old. Some of the topics of my interest:

- $\circ\,$ Programming languages and compilers.
- $\circ\,$ Type systems, programming paradigms.
- $\circ\,$ Systems programming.
- Clean code and software engineering techniques in general.
- o 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
	https://github.com/gahag/dci DCI-Closed ¹ : a frequent closed itemset mining algorithm, implemented in Rust.
BGREP	https://github.com/gahag/bgrep
	https://github.com/gahag/bgrep Bgrep is a grep spin for binary patterns and files.
FSQL	https://github.com/gahag/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
	https://github.com/gahag/tpc TPC is a template based parser combinator for C++.

 $^{^{1} \}verb|http://hpc.isti.cnr.it/~claudio/papers/2004_FIMI_dci_closed.pdf|$