

GABRIEL CRUZ

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EDUCATION

University of São Paulo ICMC MS Computer Science	Brazil Apr 2024 - Jul 2026 (expected)
University of São Paulo ICMC BS Computer Science	Brazil Feb 2016 - Feb 2021
Université de Bretagne Occidentale International Exchange Student	France Jan 2020 - Jun 2020

EXPERIENCE

P2P Engineer — IFT	April 2025 – Present (Remote)
<ul style="list-style-type: none">Core maintainer of Nim's libp2p library, ensuring reliability and long-term maintainability.Implemented key connectivity protocols such as AutoTLS and AutoNATv2 for improved interoperability, and performance and reliability.Authored and co-authored protocol specifications, providing details and guidelines for protocol adoption and implementation.	
Rust P2P Engineer — Riff.CC	March 2024 – April 2025 (Remote)
<ul style="list-style-type: none">Core developer of Lis, an open-source distributed filesystem in Rust focused on efficiency and reliability.Collaborated with a culturally diverse team to design and implement decentralized data storage and access solutions.	
Golang Engineer - Protocol Labs	Feb 2022 - Jan 2024 (Remote)
<ul style="list-style-type: none">Developed and maintained Estuary, a Golang tool to push files into the Filecoin network, owning the integration with Autoretrieve, making Estuary go from hundreds to tens of thousands of data retrieval queries per secondBuilt over 5 different tools to ingest data into the Filecoin network, including dozens of PR contributions on over 10 different Open Source projects along with other 15 developers on the teamWas responsible for writing most of the Golang API functionality integrations, engaging in customer-facing discussions about usability and responsivenessDeveloped Rust tooling and SDKs for interacting with Qubic and Solana	
Software Engineering Lead - Major League Hacking	Oct 2020 - Feb 2022 (Remote)
<ul style="list-style-type: none">Mentored over 50 Open Source fellows on the MLH fellowship program about code quality, new software technologies and languages, design and soft skillsWorked with maintainers from projects like Amplify, Flask, Beego and HTTPie to help review PRs and provide functionality implementations and bug fixes	
Python Engineer - Major League Hacking	Jun 2020 - Oct 2020 (Remote)
<ul style="list-style-type: none">Selected among 20,000 candidates at the Open Source MLH Fellowship program to work on a remote, asynchronous team with people from over 30 different countriesWorked on backend web Python and Golang projects, using Github Actions and Docker for testing and deployment of changes	

PROJECTS

CruzOS	github.com/gmelodie/cruzos
Built an Operating System from scratch using Rust. Implemented interrupt handlers, memory allocation, and communication with peripherals such as VGA and keyboard.	
Nesquic	github.com/gmelodie/nesquic
Implemented a Rust version of the popular networking tool Netcat that supports creating QUIC connections instead of TCP and UDP raw sockets.	

SKILLS

Programming Languages:	Rust, Python, C/C++, Golang, Shell scripting, Nim
Technologies:	Linux/Unix, Git, IPFS, Flask, Docker, Tokio-rs, Github Actions
Natural Languages:	Portuguese, English (TOEFL iBT 107/120), French (DELFB2), Spanish
Certifications:	Cisco Certified Network Associate (CCNA)