

GUILHERME SALAZAR

PERSONAL

BORN on SEP 13, '91 in Goiânia, BR
CODE at [GITHUB.COM/SALAZAR](https://github.com/salazar)
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EDUCATION

AUG '12–JUL '13	COMPUTER SCIENCE, VISITING <i>COLLEGE OF ENGINEERING & COMPUTING</i> UNIVERSITY OF SOUTH CAROLINA, UNITED STATES
AUG '11–JUL '16	COMPUTER SCIENCE, B.Sc <i>INSTITUTO DE INFORMÁTICA</i> UNIVERSIDADE FEDERAL DE GOIÁS, BRAZIL
MAR '10–AUG '11	SOFTWARE ENGINEERING, DROPPED <i>INSTITUTO DE INFORMÁTICA</i> UNIVERSIDADE FEDERAL DE GOIÁS, BRAZIL

COURSES

JUL–AUG '12	SUMMER PRE-ACADEMIC PROGRAM <i>COLLEGE OF HEALTH & HUMAN SERVICES</i> <i>UNIVERSITY OF NORTH CAROLINA</i> HOUR LOAD: 115 HOURS
JAN '10–JUL '11	ENGLISH LANGUAGE COURSE <i>CULTURAL NORTE-AMERICANO</i> HOUR LOAD: 120 HOURS
OCT '10	AGGREGATION OF SOFTWARE ENGINEERING EXPERIMENTS <i>INSTITUTO DE INFORMÁTICA</i> <i>UNIVERSIDADE FEDERAL DE GOIÁS</i> HOUR LOAD: 8 HOURS
OCT '10	INTRODUCTION TO METRICS AND MEASUREMENT OF SOFTWARE <i>INSTITUTO DE INFORMÁTICA</i> <i>UNIVERSIDADE FEDERAL DE GOIÁS</i> HOUR LOAD: 8 HOURS
OCT '10	PARALLEL PROGRAMMING IN CUDA <i>INSTITUTO DE INFORMÁTICA</i> <i>UNIVERSIDADE FEDERAL DE GOIÁS</i> HOUR LOAD: 10 HOURS

WORK

DEC '15–CUR	PROGRAMMER <i>THE NETBSD FOUNDATION</i> <i>WORKING WITH KERNEL LUA, THE PORT OF THE LUA LANGUAGE TO KERNEL SPACE; CURRENTLY, AIMS TO BRING USER LEVEL LUA STANDARD LIBRARIES TO KERNEL SPACE AND HELP DEVELOPING NEW SCENARIOS OF USE FOR KERNEL LUA</i>
MAY–AUG '15	PROGRAMMER <i>GOOGLE SUMMER OF CODE, GOOGLE INC., LABLUA</i> <i>PORT LUA TEST SUITE TO THE NETBSD KERNEL</i> <i>UNDER LOURIVAL NETO</i>
MAR–JUL '15	TEACHING ASSISTANT <i>INSTITUTO DE INFORMÁTICA, UNIVERSIDADE FEDERAL DE GOIÁS</i> <i>FORMAL LANGUAGES AND AUTOMATA THEORY</i> <i>UNDER DR. MÁRCIA CAPPELLE</i>
MAR–JUL '14	TEACHING ASSISTANT <i>INSTITUTO DE INFORMÁTICA, UNIVERSIDADE FEDERAL DE GOIÁS</i> <i>OPERATING SYSTEMS</i> <i>UNDER DR. RICARDO ROCHA</i>
JAN–JUL '13	PROGRAMMER <i>COLLEGE OF ENGINEERING & COMPUTING, UNIVERSITY OF SOUTH CAROLINA</i> <i>DEVELOPMENT OF A GAE APP FOR USC'S MEDICAL SCHOOL</i> <i>UNDER DR. JOSÉ VIDAL</i>
SEP '11–JUL '12	RESEARCH ASSISTANT <i>REDE NACIONAL DE ENSINO E PESQUISA</i> <i>STUDY, EXPERIMENTATION, AND EVALUATION OF IP STACK IMPLEMENTATIONS FOR LOW-POWER DEVICES (E.G., TELOS B AND MICA Z MOTES). SEE THE PAGE OF THE MAIN PROJECT</i> <i>UNDER DR. BRUNO SILVESTRE</i>
AUG–DEC '11	TEACHING ASSISTANT <i>INSTITUTO DE INFORMÁTICA, UNIVERSIDADE FEDERAL DE GOIÁS</i> <i>SOFTWARE CONSTRUCTION</i> <i>UNDER DR. FABBRIZIO SOARES</i>
MAR–SEP '11	RESEARCH ASSISTANT <i>INSTITUTO DE INFORMÁTICA, UNIVERSIDADE FEDERAL DE GOIÁS</i> <i>SUPPORTING THE DEVELOPMENT OF CONCURRENT AND DISTRIBUTED SYSTEMS</i> <i>STUDY OF MODELS AND MECHANISMS OF COORDINATION AND COMMUNICATION IN EVENT-DRIVEN CONCURRENT AND DISTRIBUTED SYSTEMS; THE USE OF LUA IN THE DEVELOPMENT OF HIGHER-LEVEL CONCURRENCY ABSTRACTIONS.</i> <i>UNDER DR. BRUNO SILVESTRE</i>

PUBLICATIONS

- [1] BRUNO SILVESTRE, GUILHERME SALAZAR. PROPOSTA DE UM MODELO PARA O PROCESSAMENTO DE EVENTOS CONCORRENTES NO ALUA. ENCONTRO ANUAL DE COMPUTAÇÃO, UNIVERSIDADE FEDERAL DE GOIÁS. OCTOBER 26, 2011

ASSOCIATIONS

DEC '15-CUR	THE NETBSD FOUNDATION http://www.netbsd.org/~salazar
FEB '13-CUR	ALPHA LAMBDA DELTA HONOR SOCIETY INITIATED AT THE UNIVERSITY OF SOUTH CAROLINA, COLUMBIA, ON FEBRUARY 11, 2013
DEC '11-CUR	ASSOCIATION FOR COMPUTING MACHINERY http://member.acm.org/~gmesalazar

AWARDS

'12-'13	DEAN'S HONOR LIST COLLEGE OF ENGINEERING & COMPUTING, UNIVERSITY OF SOUTH CAROLINA
'12	STUDY ABROAD SCHOLARSHIP MINISTRY OF EDUCATION, GOVERNMENT OF BRAZIL
'11	BEST PAPER AWARD ENCONTRO ANUAL DE COMPUTAÇÃO, UNIVERSIDADE FEDERAL DE GOIÁS

SKILLS

» C	...	» L ^A T _E X	..	» VAGRANT	..
» JAVA	...	» SQL	..	» GIT	..
» LUA	...	» ANDROID	..	» GITHUB	..
» NESC	.	» GAE	..	» SVN	.
» PYTHON	..	» GNU/LINUX	...	» CVS	.
» JAVASCRIPT	..	» NETBSD	..	» BR PORTUGUESE	..
» HTML/CSS	..	» WINDOWS	.	» US ENGLISH	..
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Misc

A LOT OF STUFF INTEREST ME. OPEN-SOURCE SOFTWARE IS ONE OF THEM. I BELIEVE OPENNESS AND FREEDOM—NOT ONLY IN SOFTWARE—CAN LEAD TO A BETTER WORLD. I LOVE COMPUTER SCIENCE AND AM FASCINATED BY PROGRAMMING. PROGRAMMING IS THE ART OF EXPRESSING *UNCERTAINTY* BY *CERTAIN* MEANS. I'M IMPRESSED BY PHILOSOPHY, ESPECIALLY PHILOSOPHY OF MATHEMATICS AND LOGIC; WE TEND TO SEE MATH AS A FLAWLESS ENDEAVOR, WHILE PHILOSOPHY SHOWS US THE OPPOSITE—VIDE THE *QUEST* FOR CERTAINTY THAT LED TO THE BASIS OF COMPUTER SCIENCE. I LOVE LEARNING AND DOING WORK THAT IS *MEANINGFUL* TO ME. WE ARE NOT JUST TURING MACHINES PROGRAMMED TO PERFORM SOME ACTION. I ALSO HAPPEN TO ENJOY THE GRACIOUS TASTES OF *BEER*—MORE OR LESS AS IN THE REINHEITSGEBOT, NOT THE CRAZY MIX OF STUFF WE COMMONLY SEE.