Guilherme Salazar

Personal

Born on Sep 13, '91 in Goiânia, BR
Mail at gmesalazar@gmail.com
Code at GitHub.com/salazar

Education

Aug '12–Jul '13	Computer Science, Visiting *College of Engineering & Computing* **University of South Carolina, United States**
Aug '11–Jul '16	Computer Science, B.Sc *Instituto de Informática* **Universidade Federal de Goiás, Brazil**
Mar '10–Jul '11	Software Engineering, Dropped *Instituto de Informática* **Universidade Federal de Goiás, Brazil**

Courses

Jul–Aug '12	Summer Pre-Academic Program *English Language Training Institute* *University of North Carolina* Hour load: 115 hours
Jan '10–Jul '11	English Language Course *Cultural Norte-Americano* Hour load: 120 hours
Oct '10	Introduction to Metrics and Measurement of Software *Instituto de Informática* *Universidade Federal de Goiás* Hour load: 8 hours
Oct '10	Parallel Programming in CUDA *Instituto de Informática* *Universidade Federal de Goiás* Hour load: 10 hours

Work

Apr–Aug '16	Programmer *Google Summer of Code, LabLua* *I/O API for NetBSD kernel Lua* Working on NetBSD kernel Lua: the kernel port of the Lua language lacks some of the libraries available in user space Lua, such as the standard 'io' module. Such modules are not freestanding; they rely on the operating system to provide their functionality. The main goal of this project is to develop I/O bindings to kernel Lua, supporting regular files and sockets. More on the GSoC platform and GitHub

Dec '15–Cur	**Programmer**
	The NetBSD Foundation
	My sponsored work area is kernel Lua, the Lua language port to kernel space, which allows for kernel scripting; in general, my main area of interest are the I/O subsystem, especially the VFS layer and networking
Apr–Aug '15	**Programmer**
	Google Summer of Code, LabLua
	Port Lua test suite to the NetBSD kernel
	The Lua interpreter was ported to the NetBSD kernel in a GSoC 2010 project, making it possible to interact with kernel subsystems using Lua. The main goal of this project was to port Lua test suite to the NetBSD kernel; test scripts had to be adapted to remove dependencies from floating-point numbers and parts of Lua's standard libraries had to be reimplemented using kernel interfaces. More on Google Melange and GitHub
Jan–Jul '13	**Programmer**
	College of Engineering & Computing, University of South Carolina
	Development of a GAE app for USC's Medical School
	Under Dr. José Vidal
Sep '11–Jul '12	**Research Assistant**
	Rede Nacional de Ensino e Pesquisa
	Study, experimentation, and Evaluation of IP stack implementations for low-power devices (e.g., TelosB and MicaZ motes). See the page of the main project
	Under Dr. Bruno Silvestre
Mar–Sep '11	**Research Assistant**
	Instituto de Informática, Universidade Federal de Goiás
	Supporting the Development of Concurrent and Distributed Systems
	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.
	Under Dr. Bruno Silvestre
'11, '14, '15	**Teaching Assistant**
	Instituto de Informática, Universidade Federal de Goiás
	Mar–Jul '14: Operating Systems, under Dr. Ricardo Rocha
	Mar–Jul '15: Formal Languages and Automata Theory, under Dr. Marcia Capelle
	Aug–Dec '11: Software Construction, under Dr. Fabrizzio Soares

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

May '16–Cur	Brazilian Computing Society
Dec '15–Cur	The NetBSD Foundation
Feb '13–Cur	Alpha Lambda Delta Honor Society
Dec '11–Cur	Association for Computing Machinery

Awards

2012–2013	**Dean's Honor List** College of Engineering & Computing, University of South Carolina
2012	**Study Abroad Scholarship** Ministry of Education, Government of Brazil
2011	**Best Paper Award** Encontro Anual de Computação, Universidade Federal de Goiás

Skills

» C	• • •	» LaTeX	•	» Vagrant	• •
» Java	• •	» SQL	• •	» Git	• •
» Lua	• • •	» Android	• •	» GitHub	• •
» nesC	•	» GAE	• •	» SVN	•
» Python	• •	» GNU/Linux	• • •	» CVS	•
» JavaScript	• •	» NetBSD	• •	» BR Portuguese	• •
» HTML/CSS	• •	» Windows	•	» US English	• •

•	Familiar; small-scale projects
• •	Quite familiar; used in larger projects
• • •	Extensive knowledge