Guilherme Salazar

Personal

Born on Sep 13, '91 in Goiânia, BR
Code at GitHub.com/salazar
Page at NetBSD.org/~salazar
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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–Aug '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	Aggregation of Software Engineering Experiments *Instituto de Informática* *Universidade Federal de Goiás* Hour load: 8 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 '16–Aug '16	**Programmer** *Google Summer of Code, Google Inc., 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, Google Inc., 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	**Undergraduate TA** *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

Dec '15–Cur	**The NetBSD Foundation** http://www.netbsd.org/~salazar
Feb '13–Cur	**Alpha Lambda Delta Honor Society** Iniciated 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	• • •	» 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

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. I have always been interested in 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—for the most part, it involves system-level programming. We are not just machines programmed to perform some action; let's not lose passion for what we do.