# Guilherme Salazar

### PERSONAL

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

### **EDUCATION**

Aug '12-Jul '13 | Computer Science, Visiting

College of Engineering & Computing

 ${\it University of South Carolina, United States}$ 

MAR '10-JUL '16 | COMPUTER SCIENCE, B.Sc

SOFTWARE ENGINEERING, B.Sc, 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

### Work

Apr-Aug '16 | Programmer

GOOGLE SUMMER OF CODE, LABLUA

I/O API FOR 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', 'os', and 'math' modules. Such modules are not freestanding; they rely on the operating system to provide their functionality. In this project I ported Lua 'io' module and developed a sockets library to kernel Lua. See the project on Github

DEC '15-CUR | PR

PROGRAMMER

THE NETBSD FOUNDATION

Maintainer for Lua and Kernel Lua, the Lua language port to Kernel space, which allows for Kernel scripting in Lua

Apr-Aug '15 |

Programmer

GOOGLE SUMMER OF CODE, LABLUA

PORT LUA TEST SUITE TO THE NETBSD KERNEL

Ported Lua test suite to NetBSD kernel Lua, the port of the Lua language to kernel space; 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. See the project on GitHub

### Jan '14-Jul '15

#### PROGRAMMER

Macro Softwares, LTDA

Developed an Android app for package delivery management. The app displays the info of each package, such as recipient and address. The courier can attach observations in text, audio, take pictures, change the status of a package, etc. The app also has a messaging module, allowing couriers to communicate among themselves and with a dispatcher. The app is hosted on Google Play

### Jan-Jul '13

#### Programmer

College of Engineering & Computing, University of South Carolina Development of a GAE (Python) 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

#### 2011, 2014, 2015

#### TEACHING ASSISTANT

Instituto de Informática, Universidade Federal de Goiás

Mar-Jul '15: Formal Languages and Automata

Mar-Jul '14: Operating Systems

Aug-Dec '11: Software Construction

### **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   Bra	ZILIAN COMPUTING	SOCIETY
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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 ••
» Lua		» SQL	• •	» Git
» Java	• •	» Android	• •	» GitHub ••
» Python	• •	» GAE	• •	» SVN •
» JavaScript	• •	» GNU/Linux	• • •	» CVS •
» nesC	•	» NetBSD	• •	» BR Portuguese ••
» HTML/CSS	• •	» Windows	•	» US English ••

- FAMILIAR; SMALL-SCALE PROJECTS
- • Quite familiar; used in larger projects
- • Extensive knowledge