

Leonardo Rodrigues

Software developer

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Student that wants to spread the word of Python, play with Haskell on free time, and shoot other nerds in Overwatch sometimes.

Skillset

Languages and tools: Python, Java, JavaScript, Node, SASS/CSS, HTML, SQL, C, Haskell, Lisp
Git workflow, SCRUM/Agile, Remote work

Education

State University of Campinas - Undergraduate for Bachelor's of Science in Computer Science, current.

Graduation date: Dec 2020.

Relevant courses: algorithm analysis, algorithms and data structures, discrete logic, OOP, databases, programming paradigms

Experience

Google Summer of Code student with PSF/Scrapy/Spidermon > Apr 2019 - Sep 2019

Python, TDD, Open Source contribution, Git workflow, Remote work

- Google Summer of Code is a project organized by Google that matches students around the world with open source organizations to develop 3-month period projects. My project was under the umbrella organization Python Software Foundation, Scrapy organization, Spidermon project; it was the development of a CLI for Spidermon enabling and setup of its core features. More details can be seen in: <https://summerofcode.withgoogle.com/projects/#5376707886841856>

Stoom E-Commerce Solutions > Full-stack intern/developer > Apr 2017 - Feb 2019

Java, AWS, Hibernate, Spring, PostgreSQL, JavaScript, CSS, HTML

- E-commerce solutions for a variety of clients.
- Object-oriented Java, developed front-end, back-end and integrations with API for payment and storage handling, together with user and credential creation and permissions for administrators.
- Handled directly with clients and managed 4 store projects: Suzano, Kikos, Zôdio and Suprevida.

VulcaNet Systems and Engineering > Full-stack developer > Apr 2015 - Nov 2016

JavaScript, Node, Python, MySQL, SASS, XMPP, Asterisk, RPC

- Object-oriented Python back-end with XMPP integration to a ES6 front-end with Node, developed a call service system that handled call queues and call data using Asterisk.
- RPC system that integrated call handler, queue handlers, messages handler and frontend for user service.
- Developed text chat and video chat services to be used together with the call service system.