Francisco Lopes

Résumé

Γνῶθι Σεαυτόν

Objective

○ Develop software with a team that seeks to know and apply good practices and methodologies.
○ To work preferably with software written in C++, Go, C or Rust on *nix systems.
○ Interest in infraestructure for tests, continuous integration and management.

Experience

Vocational

4/2013–8/2013 — **Senior Programmer**, *Sertec Sistemas e Assessoria LTDA*, Diadema.
○ Development of protocol parsing for GPS tracking devices. TCP & UDP communication and performance analysis.
○ Initiative to make use of static analysis tools (cppcheck and clang scan-build) in the codebase for bug hunting.
○ Initiative to make use of Helgrind for concurrency problem analysis.
○ Proposal and initial adoption of a documentation system, Doxygen.
○ Proposal for initial adoption of unit tests (through googletest).
○ Proposal for migration of IDE centric projects to CMake, with benefits for build automation.
○ Proposal to adopt a DVCS, Git.
○ Proposal to adopt a CI Server, Jenkins.
○ Proposal to adopt Redmine for management and bug-tracking.
○ Presentation of basic workings of all proposals together.

2011–2012 — **Research and Development Engineer**, *TOTVS S/A*, Santana.
C++ development of virtual machines for business languages. Short involvement with small projects, developing for COM and POS devices.

2010–2011 — **C Junior Programmer Analyst**, *SCUA Segurança da Informação*, Sao Paulo.
System programming (programs, services, drivers) for fields of data security and hardware/software detection, Windows and Linux.

2007–2010 — **Junior Programmer**, *HI-T Software LTDA*, Sao Bernardo do Campo.
Game development for Director/lingo and Flash/ActionScript 3.
Development of minor projects using Assembly (application involving Microchip PIC, RS232 protocol and criptography), C# (Microsoft .NET Framework; communication with embedded system), C++ (Macromedia Open Architecture, COM based tecnology for shockwave plugin development).

2004–2005 — **Freelancer**, *Agostinho Gutierrez*, Sao Paulo.
Helping my C++ teacher with exam corrections, production of java didactic material and *Mathematica* programming for Masters Degree in Eletrical Engineer.

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Computing

Languages	C++, C, Assembly, Go, Python, Rust, LaTeX, regular expressions, SQL, Mathematica, C#, Java	Tools	CLI, VIM, gdb, gcc, clang, msvc, CMake, scan-build, VCS/DVCS (Git, Bazaar, SVN, . . .), Jenkins, Visual Studio, Eclipse, Qt Creator, WinDBG (Kernel Mode)
"Paradigms"	Estructural, Object Oriented, Functional, Generic Programming	Systems	Windows, Linux, OS X, Embedded
Libraries	STL, Boost, "POSIX", Windows API, Qt, OpenGL	Methodologies and Concepts	*Software Craftsmanship*, *Design Patterns*, *TDD*, *Git Workflows & Collaboration*, *Continuous Integration*

Languages portuguese native

English	**Advanced**	*Reading and writing with ease, good conversation, frequent usage.*

Scholarship

2004–2006	**Mechatronic's technician**, *SENAI Armando Arruda Pereira*, Sao Caetano do Sul.
2002–2004	**Data processing technician**, *ETE Lauro Gomes*, Sao Bernardo do Campo.
2000–2002	**Secondary School**, *E.E. Profº Carlos Pezzolo*, Sao Bernardo do Campo.

Online Activity patches, bugs, projects, opinions, etc

- nosubstance.me (personal web site)
- oblita.com (personal web site)
- github
- stackexchange
- qt opengl patch
- libclang python interface optimization
- fix for c++11 Standard
- old windows kernel mode project
- fix for vim support of c++11 raw string literals
- reduced libclang bug
- reduced libclang bug
- reduced clang bug