

Γνώθι Σεαυτόν

Experience

Vocational

- 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 cryptography), C# (Microsoft .NET Framework; communication with embedded system), C++ (Macromedia Open Architecture, COM based technology 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.

Computing

Languages	C++, C, Assembly, C#, Mathematica, Java, \LaTeX , regular expressions, dynamic languages	Tools	CLI, VIM, Visual Studio, Eclipse, Qt Creator, WinDBG (Kernel Mode), CVS/DCVS (Git, Bazaar, SVN, ...)
Paradigms	Estructural, Object Oriented, Functional	Systems	Windows, Linux, Mac, Embedded
Libraries	STL, Boost, Windows API, Qt, OpenGL	Methodologies and Concepts	<i>Software Craftsmanship</i> , <i>Design Patterns</i> , <i>TDD</i> , Generic Programming

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. Pro^{fa} Carlos Pezzolo*, Sao Bernardo do Campo.

Online Activity patches, bugs, projects, opinions, etc

Blog	GitHub	StackExchange	Qt OpenGL patch	Reduced libclang bug	Reduced libclang bug
Reduced Clang bug	Libclang python interface optimization	Python optimizations for a VIM plugin			
Fix for C++11 Standard	Old Windows kernel mode project				