Francisco Lopes

Résumé

Γνῶθι Σεαυτόν

Objective

○ Develop software with a team that looks to know and apply good practices and methodologies.
○ Preferably to work with high performance software written in C++ **or** C (never with code which confusedly doesn't know whether it's one or another).
○ Interest in golang.
○ Interest in infraestructure for tests, continuous integration and management.

Experience

Vocational

4/2013–Current — **Senior Programmer**, *Sertec Sistemas e Assessoria LTDA*, Diadema.
  ○ Development for the parsing of protocols of GPS tracking devices.
  ○ Initiative to make use of static analysis (clang scan-build) in the code base for bug hunting.
  ○ 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 and initial adoption of a documentation system, Doxygen.
  ○ Proposal to adopt a CI Server, Jenkins.
  ○ Proposal to adopt Redmine for management and bug-tracking.
  ○ Presentation of the 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, LaTeX, regular expressions, 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, Mac, Embedded
Libraries	STL, Boost, Windows API, Qt, OpenGL	Methodologies and Concepts	*Software Craftsmanship*, *Design Patterns*, *TDD*, 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

| Web Page | | 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 |

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