Paulo Leonardo Benatto

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Summary

I am Paulo Leonardo Benatto, a Brazilian coder working as Linux System Adminis-trator at Brandwatch. Most of my profissional life I spent developing software in C language over Linux platform. In this moment I'm looking for new challenges and I am specially interested in working with Golang, Python, C and Lua.

Education

Universidade Estadual do Oeste do Parana, BSc in Computer Science, December 2007.

Experience

Brandwatch   **Jul 2014 - Present**
Linux Systems Administrator
Main Technologies: Linux, Python, Puppet, Bareos, Ansible, Git;

My main task is to keep all Debian GNU/Linux servers, physical and virtual, running as smoothly as possible. I enjoy automating tasks using ansible and sometimes I code in Python to make my life easier. My spare time, I like to spend keeping myself updated and studying about programming languages such as Python, Golang and C.

DBA   **Dec 2013 - Feb 2014**
Software Engineer
Main Technologies: Linux, Python, Raspberry PI and C (GCC, Valgrind, Splint);

I was a freelance Software Engineer at DBA, where I helped to develop a shared library using C language and Linux envirtonment. The project was intended to analyse vehicle traffic on Brazilian highways.

SEC+   **Dec 2012 - Dec 2013**
Software Engineer
Main Technologies: Linux, Python, Django Framework, JavaScript and C;

I worked with backend development of web system for intelligent monitoring and ma-nagement of natural disasters using Python and the Django framework. Front-end with Javascript (JQuery, Bootstrap, Google Maps API), JSON, HTML5, CSS.

Digitro Technology - NDS   **Jan 2012 - Dec 2012**
Software Engineer
Main Technologies: Linux, C/C++, Wireshark, ShellScript;

I was a member of the team responsible to design and develop the roadmap features of a product called "Guardião"used to interecept calls and internet traffic (Facebook, WhatsApp and Hotmail) of people who are being investigated by the police.

Digitro Technology - STE   **Set 2008 - Dec 2011**
Software Engineer
Main Technologies: Linux, VoIP, C/C++, shellscript, protocols: UDP, TCP, SIP;

I worked on the design and development of VoIP products such as PBX, softphone and IP phone. All projects were developed using C language in Linux and Windows environment.

Skills Base

Operating System: Linux (Debian, Ubuntu, CentOS), Windows NT/XP/Vista/7 and OSX;

Networkings: TCP/IP protocol suite;

Progamming Languages: C, Go, Pascal, Python, JavaScript, plus some experience with Lua and Java;

Virtualization: VirtualBox, VMWare, plus some experience with Xen;

Languages: Fluent in Portuguese, Intermediate in English and Spanish;

Open Source Projects

- **libpenetra**: The libpenetra was created with the goal of studying the windows binary format known as Portable Executable (PE). With libpenetra you can access all information about PE binaries. (`https://github.com/patito/libpenetra`)

- **libmalelf**: The libmalelf is an evil library that SHOULD be used for good! It was developed with the intent to assist in the process of infecting binaries and provide a safe way to analyze malwares. (`https://github.com/SecPlus/libmalelf`)

- **malelf**: Malelf is a tool that uses libmalelf to dissect and infect ELF binaries. (`https://github.com/SecPlus/malelf`)

More Info

- **Linkedin**: http://www.linkedin.com/in/benatto
- **Github**: https://github.com/patito
- **Blog**: patito.github.io