

# Pedro Vanzella

## Curriculum vitae

### EXPERIENCE

- |   |      |
|---|------|
|   | 2016 |
| Rails, React  |      |
| <i>Toptal - Aflutter</i>  |      |
| Maintenance and development of a wedding planning application in Rails and React.   |      |
|   | 2016 |
| Django  |      |
| <i>Toptal - SpokeHub</i>  |      |
| Maintenance and development of an ERP in Django.  |      |
|   | 2016 |
| Rails   |      |
| <i>Toptal - BuildRX</i>   |      |
| Development of microservices for e-Commerce in Rails.   |      |
|   | 2015 |
| Python, C, JavaScript, AngularJS  |      |
| <i>CWI Software - Renner</i>  |      |
| Development of an interactive kiosk. A Python middleware bridges the hardware, a Java back-end and C libraries to a Webkit browser. The browser calls the Python classes and exports them to JavaScript, where they are called by an AngularJS front-end. |      |
|   | 2015 |
| Python, Flask, MongoDB  |      |
| <i>CWI Software - Terra</i>   |      |
| Maintenance and development of a Video On Demand system for a large ISP and content provider. Written in Flask with MongoDB.  |      |
|   | 2014 |
| Ruby, Rails, MongoDB  |      |
| <i>Fator7 - StarlightLED</i>  |      |
| Development of a Cloud control system for a class of Internet of Things devices, including public lights and traffic controllers.   |      |
|   | 2013 |
| Ruby, Rails, Postgres   |      |
| <i>TopTal - USEED</i>   |      |
| Development of a crowdfunding system, in Rails, in a 100% remote and international team.  |      |
|   | 2012 |
| Ruby, Rails, Postgres   |      |
| <i>UFRGS - NetMetric - Vivo</i>   |      |
| Development of a high availability control and monitoring system for cellphone network probes.  |      |

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### EDUCATION

- |             |  |
|-------------|--|
| 2013 – 2016 | <b>Computer Science</b><br>B.A.<br>PUCRS     |
| 2009 – 2012 | <b>Computer Engineering</b><br>B.A.<br>UFRGS |

### PUBLISHED ARTICLES

- |      |  |
|------|--|
| 2016 | <b>Artificial Intelligence Methods Applied to Elevator Dispatching Using a Simulator</b><br>THESIS<br><i>Artificial Intelligence, Simulation</i> |
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### PERSONAL PROJECTS

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|------|--|
| 2015 | <b>chickencross</b><br>( <a href="https://github.com/vantas/chickencross">github.com/vantas/chickencross</a> )<br><i>Frogger clone in C++</i>  |
| 2014 | <b>dolly</b> ( <a href="https://github.com/pedrovanzella/Ball">github.com/pedrovanzella/Ball</a> )<br><i>C++ and OpenGL game engine</i>  |
| 2014 | <b>Flask-DODDNS</b><br>( <a href="https://github.com/pedrovanzella/Flask-DODDNS">github.com/pedrovanzella/Flask-DODDNS</a> )<br><i>Flask app that provides Dynamic DNS to home routers</i> |

### TECHNICAL SKILLS

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|-----------------------|----------------------------------|
| PROGRAMMING LANGUAGES | Python, Ruby, JavaScript, C, C++ |
| FRAMEWORKS            | Rails, Django, Flask, React      |
| METHODOLOGIES         | Scrum, Kanban, XP, TDD, BDD      |
| TOOLS                 | PostgreSQL, Oracle, Git, MongoDB |