Artur Barichello | Curriculum

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GitHub: github.com/abarichello | Portfolio: barichello.me

Work Experience

KHOMP

Telecom Solutions team

November 2019-Present

Software Developer Internship

- Worked with the Telecom Solutions team to fix issues and add new functionality to the UMG family of Media Gateways.
- Used C++ for backend and voice processing of multiple simultaneous calls.
- JavaScript for the web interface that configures the media gateway.
- o Tested the project's basic call routing functionality using Python and the Behave behaviour-driven test suite.
- Later migrated to a new unannounced cloud project that uses Ruby/JavaScript/Python.

GETMORE Brasil

Back-end Developer

March 2018-November 2019

- Worked developing a cross-compiled desktop client in C++ for Windows XP machines to detect sales and register cashback transactions, together with a Go backend.
- Used Postgres to store user, sales and transaction data.
- Developed a TypeScript backend using functional programming libraries for route validation.

Education

Computer Science Bachelor's Degree

Universidade Federal de Santa Catarina - ufsc.br

in progress

Projects

godot-ci (**Dockerfile/CI**): Dockerfile used to export a Godot Engine project into multiple targets through GitLab CI and GitHub Actions. Also includes multiple CI examples to get started.

cp-swf (Elm): Single Page Application where you can browse multiple SWF files from the Club Penguin game. Uses ruffle as an emulator to support rendering Flash on modern browsers

ENE (Elm): Web frontend developed using the Elm language to display visually the approval rate of UFSC's classes using public CSV data.

C++: Multiple desktop games using SFML(Simple and Fast Multimedia Library) framework to handle user input and rendering.

Unity engine mods (C#): Created multiple mods for Unity-based games by decompiling the game.

Extracurricular

Caravela Hacker Club

INE - UFSC

Member - github.com/caravelahc

October 2017-present

Languages

Portuguese: Native language

English: Fluent