

Gabriel Vinicius Canzi Candido

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EDUCATION

Friedrich-Alexander Universität Erlangen-Nürnberg (FAU)

Semester of exchange in Informatik

Mar 2019 – Aug 2019

Erlangen, BY – Germany

Federal University of Paraná (UFPR)

Bachelor of Science in Computer Science. Filesystem for an instructional operating system (in Portuguese)

2015 – 2022

Curitiba, PR – Brazil

Federal Institute for Education, Science and Technology of Paraná (IFPR)

3-years Course, Digital Game Programming

2012 – 2014

Curitiba, PR – Brazil

COMPLEMENTARY EDUCATION

Albert-Ludwigs-Universität Freiburg

Cluster Programming

Course Load: 28 hours

2018

Freiburg, BW – Germany

Federal University of Paraná (UFPR)

Advanced C++ Programming

Course Load: 18 hours

2018

Curitiba, PR – Brazil

Federal University of Paraná (UFPR)

Introductory Course to Linux

Course Load: 20 hours

2015

Curitiba, PR – Brazil

EXPERIENCE

Instituto Federal de Educação, Ciência e Tecnologia do Paraná

Professor of computing

Professor at Campus Pinhais of IFPR for computing lectures. Lectures to Computer Science and IT Governance courses in higher education and to the Informatics technician course integrated to high school.

Nov 2023 – Current

Pinhais, PR – Brazil

Siemens Energy Brasil**Sep 2023 – Nov 2023***Software developer*

Brazil, remote

Siemens Energy is a global company from Siemens group that develops technology solutions for all areas of the energy sector. Worked in an international team developing an application in C and C++ used by engineers to design medium and large, dry and oil transformers. The goal was to solve bugs and step up the application embodying the company's international knowledge, unifying the transformer's design processes and tools around the world.

Epos Now**Apr 2022 – Feb 2023***Product developer*

United Kingdom, remote from Brazil

Epos Now is a UK-based company that provides cloud-based software solutions for electronic point-of-sale and payments, having retail and hospitality customers in many countries. Worked as a developer within a distributed team focused on enabling data and insights management inside the software. Responsible for developing the reporting area of the web solution and ancillary softwares, all legacy software written using .NET C# and MSSQL over AWS environments.

Siemens Infrastructure and Industry Ltda.**Mar 2020 – Mar 2022***System administrator*

Curitiba, PR – Brazil

Siemens is a German multinational company working on several areas. This unit works on solutions and engineering for the energy market. Worked on the development team of a software to manage generation, transmission and distribution of energy, as a system administrator. Responsible for providing infrastructure with dozens of bare-metal and virtual machines, storage and network equipment from different vendors; support the development team, merging and maintaining legacy and new code for the software mainly written in C++; introducing and maintaining Infrastructure as Code with Ansible; introducing and maintaining monitoring with Zabbix; maintaining Gitlab and CI/CD instances; troubleshooting systems and software problems. The activities were executed remotely and integrated with other Siemens localities such as Austria and Germany. Since March 2021 they were also related to Siemens USA.

e.solutions GmbH**Apr 2019 – Aug 2019***C++ developer*

Erlangen, BY – Germany

e.solutions is a German company working on information and entertainment and vehicle status systems. Worked on the development of an internal tool used to model the vehicle system's components using C++ and Qt. After the vehicle system's components were modeled, an Abstract Syntax Tree is constructed and used to compile the system into an intermediate C-like language. This intermediate file was then used by other teams to generate C++ code to run embedded on vehicles units.

Center for Scientific Computing and Free Software (C3SL)

Oct 2015 – Feb 2020

Linux systems and network administrator

Curitiba, PR – Brazil

C3SL is a multidisciplinary research group on Informatics at UFPR, with projects directed to digital inclusion using open source software towards the benefit of the Brazilian society. Worked as system and network administrator of a heterogeneous computer system, containing more than 30 physical machines and 100 virtual machines running several kinds of open source software to meet the needs of research projects and of the University's Department of Informatics. Worked managing the whole Department network infrastructure with more than 500 points; virtual machines environments and distributed filesystems; email services; DNS and DHCP; NFS and Kerberos/LDAP centralized directory spaces and authentication/authorization for users; computer labs for students use; wireless network; automated backups; computing systems monitoring; firewall, routing and switches; open source and free software mirrors; several general use applications; a High Performance Computing cluster, including software compilation and fine-tuning for the purpose of use; troubleshooting Linux, network and open source applications problems.

SKILLS

Languages: experience with C, C++ and Bash; C#, Java, Python, Lua, Assembly and other languages; finds it easy to learn new languages and tools.

Tools: experience with open source software; experience deploying and maintaining open source software to be provided as a service as such Moodle, Roundcube, Gitlab, Sharelatex; experience with datacenter tasks with servers, racks, network equipment, electrical equipment (UPS and Diesel power generators) and cabling; experience with several Linux system and network tools, protocols and services: Bind (DNS), ISC DHCP, iptables and nftables, systemd, GlusterFS, QEMU, KVM, OpenNebula, libvirt, git, Gitlab, Gitlab CI/runners, Docker/Docker Registry and container technologies, CUPS printer server, NFS, Kerberos and LDAP, postfix, database deployment (PostgreSQL, MonetDB and MongoDB servers), dovecot, postfwd, Zabbix, switches configuration (VLANs, stack, spanning-tree, link aggregation), SNMP, PXE, tftp, wireless networks using OpenWRT, Radius, slurm, Ansible, Salt.

AWARDS

Brazilian Society for Computing (SBC)

2018

1st Place at the 13th Parallel Programming Contest

São Paulo, SP – Brazil

Association for Computing Machinery (ACM)

2016

Honor Award for attending the International Collegiate Programming Contest, regional

Curitiba, PR – Brazil

Brazilian Olympiad of Robotics

2014

Robot Robustness Award, regional

Curitiba, PR – Brazil

Brazilian Society for Computing (SBC)
*76th out of 1399 participants at the XV Brazilian
Olympiad of Computing, Programming Level 1*

2013
Curitiba, PR – Brazil

EVENTS ORGANIZATION

**First LEGO League International Open
Brazil, international**
Referee

2022
Rio de Janeiro, RJ – Brazil

Global Game Jam, regional
Staff Member

2019, 2018, 2017
Curitiba, PR – Brazil

Brazilian Olympiad of Robotics, regional
Referee

2020, 2018, 2017, 2016
Curitiba, PR – Brazil

EVENTS PARTICIPATION

**XIX Workshop in High Performance Com-
puting Systems (WSCAD)**

Oct 2018
São Paulo, SP – Brazil

13th Parallel Programming Contest
Team Void Warshall /2, from UFPR

Oct 2018
São Paulo, SP – Brazil

**7th ISC-HPCAC Student Cluster Competi-
tion**

Team Void Warshall, from UFPR
The team had the best results in 2 out of 6 benchmarks accounted

Jun 2018
Frankfurt, HE – Germany

**XXI ACM International Collegiate Pro-
gramming Contest**
Team Barra Zero, from UFPR

2016
Curitiba, PR – Brazil

**FEBRACE 13 – Brazilian Fair for Science
and Engineering**
*Presenting the work Engine for Game Development
using ASCII Art*

2015
São Paulo, SP – Brazil

“Rio Info” Algorithms Cup
Remote participation, team from IFPR

2014
Curitiba, PR – Brazil

Brazilian Olympiad of Robotics, regional
Team Polegar de Ferro from IFPR Curitiba

2014
Curitiba, PR – Brazil

XV Brazilian Olympiad of Computing
Programming Level 1

2013
Curitiba, PR – Brazil

LANGUAGES

Portuguese: Native

English: Proficient

RESEARCH PROJECTS

Federal Institute for Education, Science and Technology of Paraná (IFPR)

2013 – 2014

Engine for Game Development using ASCII Art (portuguese only)

Curitiba, PR – Brazil

Development of a cross-platform engine in C++ to be used by the Digital Game Programming freshman students at simple ASCII games development. Besides that, assist other students in the activities of the programming components of the vocational course.

Federal Institute for Education, Science and Technology of Paraná (IFPR)

2014

Miscere: a digital game about environment and sustainability (portuguese only)

Curitiba, PR – Brazil

Development of an *Android* – using Java and Cocos2D library – game as the Final Work of the Digital Game Programming course. The game has a match-3 combat system that focus on emphasize various aspects regarding sustainability and the environment. The goal is to raise awareness of children and teenagers about this topic.

Federal Institute for Education, Science and Technology of Paraná (IFPR)

2013

Analysis of Football Rules Understanding with the Aid of Digital Games (portuguese only)

Curitiba, PR – Brazil

Considering the high complexity of football rules, the goal of this project was to identify if digital football games (namely *Madden NFL* and *NCAA Football* franchises) can help players on the rules understanding.

PUBLICATIONS

CANDIDO, G. V. C.; LAUREANO, M. A. P.; SATO, D. M. V.. **Engine para Desenvolvimento de Jogos Digitais Utilizando ASCII Art (Engine for Game Development using ASCII Art)**. FEBRACE 13 - Feira Brasileira de Ciências e Engenharia (Brazilian Fair for Science and Engineering), São Paulo, SP – Brazil, 2015

CANDIDO, G. V. C.; LAUREANO, M. A. P. ; SATO, D. M. V.. **Engine para Desenvolvimento de Jogos Digitais Utilizando ASCII Art (Engine for Game Development using ASCII Art)**. IV Jornada de Produção Científica da Educação Profissional e Tecnológica do IFPR Campus Curitiba (IV Journey for Scientific Production of IFPR Campus Curitiba), Curitiba, PR – Brazil, 2014

RIBEIRO, A. L.; CANDIDO, G. V. C.; REIS, M. J. A. G.; LAUREANO, M. A. P.. ***Miscere: Um jogo digital sobre meio ambiente e sustentabilidade (Miscere: A digital game about environment and sustainability)***. IV Jornada de Produção Científica da Educação Profissional e Tecnológica do IFPR Campus Curitiba (IV Journey for Scientific Production of IFPR Campus Curitiba), Curitiba, PR – Brazil, 2014

CANDIDO, G. V. C.; LAUREANO, M. A. P.; SATO, D. M. V.. **Engine para Desenvolvimento de Jogos Digitais Utilizando ASCII Art (Engine for Game Development using ASCII Art)**. III Seminário de Extensão, Ensino, Pesquisa e Inovação do IFPR (III Seminar for Extension, Teaching, Research and Innovation of IFPR), Foz do Iguaçu, PR – Brazil, 2014

RIBEIRO, A. L.; CANDIDO, G. V. C.; COSTA, N. T.; FERREIRA, M. V. R.. **Análise da Compreensão das Regras de Futebol Americano com o Auxílio de Jogos Digitais (Analysis of Football Rules Understanding with the Aid of Digital Games)**. 2^o Seminário de Extensão, Pesquisa e Inovação do IFPR (2nd Seminar for Extension, Research and Innovation of IFPR), Paranaguá, PR – Brazil, 2013

CANDIDO, G. V. C.; LAUREANO, M. A. P.; SATO, D. M. V.. **Ensino de Lógica de Programação – Uma Abordagem Ensinando a Programar Jogos (Teaching Programming Logic – An Approach Teaching to Program Games)**. 2^o Seminário de Extensão, Pesquisa e Inovação do IFPR (2nd Seminar for Extension, Research and Innovation of IFPR), Paranaguá, PR – Brazil, 2013