

CARLOS DUARTE DO NASCIMENTO

+55 11 8961 0223 • cd@pobox.com • http://chester.me

SUMMARY

Software Architect and Developer with a two-decade track record of designing and building robust, secure and cost-effective software, always pursuing opportunities to help creating innovative, relevant and successful digital products and services.

SKILLS

Experience with the design and development of desktop, client-server, web and mobile software applications. Most recent projects were mostly **Java** and **Python**, but languages used proficiently in the past include **C**, **Objective-C**, **PHP**, **Tcl**, **Object Pascal (Delphi)**, **JavaScript**, **Visual Basic** and **C#**. Also worked briefly with **Ruby**, **ActionScript** and others.

Worked with several development platforms/libraries (such as **JEE**, **.Net**, **JME** and **Cocoa**), tools and frameworks (e.g. **Spring**, **jQuery**, **Hibernate** and **Rails**) working on **Windows** (9x and NT-based), **Mac OS X**, **Linux** and other **UNIX** variants, and also for **Android** and **iOS**.

Strong knowledge of **web technologies** (HTML, JavaScript, AJAX, etc.), **SQL**, data modeling, **UML**, **OOP**, design patterns, interface design, algorithms, data structures and other concepts and paradigms relevant to software development.

Worked on **RUP** and **Scrum** projects (on the team, as Scrum Master and as Product Owner), advocating environments that value transparency, timely/continuous delivery and user focus.

Legacy knowledge includes **Assembly (Z80, 6502, 8086)**, **COBOL** and **Clipper**.

EDUCATION

Bachelor of Science in Applied and Computational Mathematics
Universidade de São Paulo (USP/IME), 2008

Technical High School in Data Processing
ETE Prof. Camargo Aranha, 1989-91

PROFESSIONAL HISTORY

Currently I work at **Best, Cool & Fun Games**, a startup in game development and advertisement, where I built a field test edition of an in-app level editor for 2D Android games, and refactored/improved the advertisement SDKs, aiming to a wider audience.

I worked at **Apontador** from May 2010 to October 2011 as the Product Manager for APIs and Webservices, managing both the product strategy and the development team (6 people). Before that, I've been involved as a Product Architect with the Apontador.com website (Brazil's market leader in Local Search / Top 20 in ComScore overall access ranking).

As a contractor, between November 2009 and April 2010 I developed a complete Java-based user quota management portal for **Sandvine** hardware, deployed at **Qatar Telecom (Qtel)**.

From August 2007 to October 2009 I was at **NASPERS/MIH** in their global R&D team. Hired as a developer and quickly promoted to Technical Architect, I developed solutions for companies in Brazil, India, South Africa, Netherlands and Thailand, interacting with local product owners and developers. Also worked in tech due diligences on prospective buyouts.

Between 2005 and 2006 I worked as a consultant, mostly for **Brasil Telecom**, building and integrating a solution for authentication/provisioning of multi-million-user online services.

From 2000 to 2005 I was a developer with an architectural role at: **iG** (2000 and 2001-2004), **Globo.com** (2001) and **Euro RSCG 4D** (2005). On those I developed content management, registration and e-commerce systems using Vignette (tcl), Java and C#.

Previously (1998 to 2000), I developed software for clients such as **GP Investimentos** and **EDS** through smaller consulting companies (**LA Web Systems**, **Cia de Sistemas**), being part of the teams that worked on web and client-server financial/administrative systems.

Between 1995 and 1997 I was one of the founders of **Quatro Multimídia e Interatividade**, assembling a small but agile and creative team of developers which authored multimedia Win16 and Win32 software for **Editora Abril**, **Editora FTD**, **STI BBS/Internet** and other clients. Also edited the CD-ROM Mania magazine, co-produced with **Editora Globo**.

Before that I worked on **São Paulo State Secretary of Education** (1993 to 1995) and smaller ISVs (1990 to 1993), developing corporate software on MS-DOS systems.

OPEN-SOURCE PROJECTS AND OTHER ACTIVITIES

A popular open-source software I wrote was **miniTruco**, a Java ME card game having Bluetooth/GPRS multiplayer and more than 350,000 downloads. The Android version has more than 170,000 downloads on its first year of existence.

I was also a co-creator of **MemeThis**, a service for one-click publishing on **Yahoo! Meme**. At the time I also wrote **simpleyql**, a Java library that encapsulates YQL and Yahoo's OAuth services. Also wrote **Cruzalinhas**, a site that crawls public transportation data in São Paulo, enabling users to view and find routes. Used Python, Google App Engine and Google Maps.

Other works include **SMS Denúncia** (a simple but useful Java ME application for reporting of irregular and ilegal activity at the São Paulo subway trains and stations) and **timefix** (a tool that fixes Java DST issues – users include government agency **SERPRO** and **iG**).

Non-development online activities include creating **Golpe** (a CC-licensed card game with worldwide repercussion), participation on the **Joel On Software Translation Project**, writing articles in Brazilian magazines (**Micro Sistemas**, **Revista do CD-ROM**) and websites (such as **Fliperama**, **iG Ler** and **Último Segundo**), and maintaining an active online/social presence.

Spoke in conferences like **FISL**, **Campus Party**, **DevInSampa** and **PythonBrasil**, and also in events at universities such as **UNESP** and **FATEC**. Topics ranged from Google App Engine to Atari 2600 programming. Organized some coding dojos with the **Grupy-SP** user group.

Projects can be found at <http://chester.me> and source code at <http://github.com/chesterbr>.

CERTIFICATIONS AND AWARDS

- **Winner** (Best Meme Hack) at **Yahoo! Open Hack Day Brazil**, 2010
- **2nd Place** at **Random Hacks of Kindness SP #1**, 2010
- **SCEA, SCJP (1.4)** certifications from **Sun Microsystems**, 2002-2005
- **MCSA, MCP 70-300** certifications from **Microsoft**, 2001-2003

COURSES AND LANGUAGES

Besides being mostly a self-learner, I attended to a few technical workshops such as: **OO, Java, J2EE/EJB with Weblogic** on BEA in 2002 and **VisualAge for Java** on IBM in 1997 and administration courses: **Managing for Results** by FDG in 2002, Peter Hundermark's **Scrum** training in 2008 and a two-week **Naspers Harvard Program** on New Economy in 2009.

I am a Portuguese native speaker with **fluency on English**, technical-reading Spanish, and a very brief contact with Japanese in the past.