

Ghales Trilo

Developer

Experimental Programmer
Full-Stack Musician

Ghales Trilo

Brasilia, Brazil

[homepage](#)
[github](#)
[stackoverflow](#)
[linkedin](#)
[soundcloud](#)

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I enjoy doing difficult things for fun, and learning better ways of doing what I do. Freedom, transparency, equality, technology and art.

Skills

Mobile and Web / React, React-Native, Redux, GatsbyJS, Next, Netlify

Back-End and Native / Ruby on Rails, Clojure, Python, Flask, C++

Cloud / AWS Elastic Beanstalk, AWS Lambda, AWS RDS, Docker, Heroku, Serverless

Live-Coding Music and Art / Haskell, TidalCycles, Hydra, FoxDot, p5

Database / MySQL, Postgres, TransactSQL, Firebase, Redis

Experience

Ribon ([ribon.io](#)) / Full-Stack Developer

September 2018 - February 2020

[play store](#) | [app store](#)

Ribon is a digital donation platform that allows users to donate to Effective Altruism NGOs without spending money, aiming to offer a pleasant experience of helping others.

Worked on the team as it grew from 7 to 20 people, alongside an agile team of six developers. Communicated directly with designers to gather requirements, develop, iterate, architect and implement features on all ends of the stack.

Ribon has raised \$374.4K over 3 investment rounds ([crunchbase](#)), and reached over 47.000 Monthly Active Users.

- ▷ Stack: React-Native, Ruby on Rails, Postgres, Docker, Elastic Beanstalk,
- ▷ RESTful API and Mobile Development
- ▷ Design, architecture and implementation of mobile features
- ▷ Unit Testing using RSpec, Jest, Enzyme and Detox
- ▷ Scrum-based Agile Process with extensive use of Kanban
- ▷ Server Management and Deployment in various infrastructures
- ▷ Data Extraction and Analysis using Pandas

p5.js ([p5js.org](#)) / Google Summer of Code '20

May - August 2020, Remote

Processing Foundation is behind the world-acclaimed creative coding tools [Processing](#) and [p5.js](#). The p5.js [web editor](#) hosts 2M+ projects from users across the world.

Devised and executed a mobile interface for the editor, which largely enhanced usability and improved user experience on mobile devices. Brought new features and improved existing functionality.

- ▷ Stack: React.js, Node, MongoDB
- ▷ UX Research and UI development
- ▷ Design, architecture and implementation of mobile features

Freelancer / Front-End Developer

October 2019 - Present, Brasilia

Worked as a solo developer, working closely with designers to implement pages using React, GatsbyJS, Markdown, p5, Firebase and Netlify:

- ▷ **BRING** / Website for the Brasilia Indie Games - a collective which promotes events for the local Indie Game Dev community. Solo work based on briefings and mockups.
- ▷ **Ghales** / My own homepage and portfolio

Brazilian Ministry of Transparency (CGU) / Front-End Dev. Intern

March 2016 - February 2017, Brasilia

Contributed to **IARA**, a BPM system now in internal use at CGU. The core team consisted of three developers, and the system consisted of a C# back-end, a Transact SQL database and a Polymer user interface / client, where I contributed the most.

- ▷ UI design and implementation using Polymer, HTML5 and CSS
- ▷ User interview and feature iteration
- ▷ Process visualization using mermaid.js
- ▷ Front-end feature architecture
- ▷ Complex queries and procedures in TransactSQL

Education

University of Brasilia / Computer Science (BS)

July 2014 - December 2020, Brasilia, Brazil

- ▷ Fluent **English** and **Portuguese**
- ▷ Intermediate **Korean** and **Japanese**

Achievements

Dia de Codar 2/2019 / Sensei at the Clojure PokéAPI Dojo

December 7th, 2019, Brasilia, Brazil

Led a Clojure Dojo which consisted of developing a REST API which queries an in-memory Pokémon database ([github](#))

XIV SENE & II IEEE Week / Live-Coding Workshop

September 26th, 2019, Brasilia, Brazil

Led a workshop exploring TidalCycles and Hydra in collaboration with researchers of the **Media Lab / UnB**

INOVASBAC 2019 Hackathon / Honorable Mention (team Ípe)

September 6th-8th, 2019, Brasilia, Brazil

Startup Weekend Brasilia 2019 / Placed Third

January 25th, 2019, Brasilia, Brazil