

# Mailson Daniel Lira Menezes

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## Contact

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## About me

Software engineer with experience in web and mobile applications development

## Work experience

### Software engineer

INDT: May/2013 - May/2015 (formely known as Nokia Institute of Technology)

- Worked with mobile application development using Qt and C++
- Contributed to QtQuick styles development resulting in contributions for Qt 5
- Worked in Incredible Circus game development using Qt/C++, and on its HTML5 port
- Worked on PhotoBeamer port for Nokia X (an Android platform) talking directly to clients and discussing other new features for the Nokia X platform. Used RxJava and AndroidAsync (for Socket.IO communication) resulting in a contribution for the latter
- Concept web browser using Nix (a WebKit 2 port based on POSIX and OpenGL/ES)
- Skills involved: C++, QML, JavaScript, HTML5, Git, Reactive extensions

### Intern

INDT: September/2011 - May/2013

### Google Summer of Code Student

Google/KDE: April/2012 - August/2012

- Implemented a tiled based engine for Okular (a PDF viewer for Linux) in order to decrease memory consumption
- Okular could only zoom to 400% (for performance reasons) and the tiled engine allowed to zoom further and faster
- Talked about the project at KDE annual event (Akademy) - <http://goo.gl/TMjMcF>
- Skills involved: C++, Qt Framework, Git, Memory management

### Freelance web development

2005 - 2009

- Development of websites for small local businesses
- Skills involved: PHP, SVN, JavaScript, MySQL

## Academic

### Federal University of Pernambuco

BSc in Computer Science: April/2013

- Research on image reconstruction for 1 year which resulted on a paper
- Teaching assistant of "Graphics Processing" for 2 years
- Image tracking research for 6 months
- GPA: 8.31/10.0

## Additional information

- Lecture about Okular tiled-based engine at Akademy 2013 – Bilbao, Spain
- Open source enthusiast who likes to contribute to F/OSS projects
- Knowledge in other languages such as Haskell, CUDA, Java and Python
- Interest in computer graphics and computer vision
- Paper on tomographic reconstruction - <http://goo.gl/iSJMh7>