

Fernando “Lalo” Martins

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Skills

Programming languages

- ◆ Python
- ◆ JavaScript/ECMAScript
- ◆ C++
- ◆ C
- ◆ Smalltalk
- ◆ TAL/TALES
- ◆ Java (very basic)
- ◆ Scheme
- ◆ Forth/PostScript
- ◆ Pascal and Object Pascal
- ◆ x86 assembly
- ◆ xBase/Clipper
- ◆ learns new programming languages easily

User interface

- ◆ GNOME (via C, Python or Glade)
- ◆ Web (via CGI, Apache mod_python, django, TurboGears, Node, Express); including AJAX
- ◆ Small/embedded GUIs (experience with PicoGUI, FLTK, PalmOS)
- ◆ Mobile applications (Symbian, Android)
- ◆ Web applications optimized for mobile
- ◆ Visual and aural interfaces for the visually impaired
- ◆ 3D user interfaces (experience with CrystalSpace, OGRE)
- ◆ Extensive experience in usability, UI design and UI testing

Project

- ◆ Talent and vision for project conception and design
- ◆ Extensive experience with Scrum (as developer and ScrumMaster); Certified ScrumMaster training, Scrum Alliance member
- ◆ Some experience with the “Extreme Programming” methodology
- ◆ Experience being involved in all stages of development process, as member of team, as team leader and as the whole team
- ◆ Good team bonding and brainstorming skills
- ◆ Experience using, managing and teaching multiple revision control systems - CVS, PRCS, Subversion, GNU Arch, Bazaar-NG (varying degrees)

Non-software development

- ◆ Skills in writing end-user documentation
- ◆ Experience developing and deploying training programs

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Professional experience

- ◆ From June 2011: ScrumMaster at Ableton AG, for the Web Team
- ◆ From July 2010 to June 2011: member of the Web Team at Ableton AG (<http://www.ableton.com/>), maintaining a TurboGears-based application, using Scrum
- ◆ From April 2006 to July 2009: developed internal and server-side applications for Schmap (<http://www.schmap.com/>), using Django, AJAX, and PostgreSQL, in a senior, decision-making position, which included general advice on web and general computer technologies and trends, and participation in company-wide strategy forming; designed and implemented schmaplets.com, leading a team of three developers; designed and co-implemented a Firefox extension “[Schmap Local](#)”; designed and led iPhone and Nokia s60 version of schmap.com.
- ◆ From November 2004 to September 2005: developed web applications with Exoweb in Beijing, China (<http://www.exoweb.net/>) - using Django or Zope/Plone/Python
- ◆ “Rosetta” web application for localization of Free Software
 - Written between May and October 2004 by a group of 3 developers working in different parts of the world; for Canonical, Ltd. <http://www.canonical.com/>
 - Online at <https://rosetta.ubuntu.com/>, and other addresses
 - Based on Zope3 (<http://dev.zope.org/Zope3>) and SQLAlchemy (<http://sqlalchemy.org/>) technologies
- ◆ Contracted for Clearnoodle (owned by Alan Runyan, creator of Plone - <http://plone.org/>)
 - Worked on a few projects involving object-relational mapping for either Zope3 or Plone, using SQLAlchemy or Archetypes; including designing and co-implementing the ORM layer of Archetypes - see <http://plone.org/documentation/archetypes>
 - Designed and co-implemented CMFCommerce, an e-commerce system based on Archetypes

(Clearnoodle has since been renamed or reformed into Enfold Systems, LLC.: <http://www.enfoldsystems.com/>)

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- ◆ Developed Plone and Python courses targeted at end-users and at developers experienced in other languages/frameworks
- ◆ Designed (in late 2000) and prototyped what would later become TAL, TALEs and Zope Page Templates, the templating system used by Zope, and on top of which the Plone user interface is built - see http://zope.org/Documentation/Books/ZopeBook/2_6Edition/ZPT.stx
- ◆ Was an early adopter of Zope and one of the first developers of note outside the U.S. and Europe
- ◆ Taught GNU/Linux and Zope classes between 1998 and 2000
- ◆ Second job (1993, 1994) was teaching Clipper, dBase and Pascal at a computing school; introduced courses on Windows and Access in the school
- ◆ First job (1990-1992) was assisting father, who had a custom software development business. Convinced father to migrate the whole codebase from COBOL to Clipper, then helped actually doing it. After a few months took over support for a few “problem case” clients

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Non-professional Free Software experience

- ◆ Contributor to VOS (<http://interreality.org>), a distributed object model library and virtual reality system. Now responsible for scripting support in the new (“s5”) version
- ◆ Minor contributor to Crossfire (<http://crossfire.real-time.com>), a Free multiplayer adventure game
- ◆ Multiple contributions to Plone: <http://plone.org/about/team#lalo>
- ◆ Initiated the (now widely successful) Plone internationalization effort: <http://plone.org/development/teams/i18n/>
- ◆ Initiated the (now widely successful) Plone Collective, a shared space for small Plone-based development projects - home to many important Plone add-ons: <http://sourceforge.net/projects/collective/>
- ◆ Wrote PlacelessTranslationService, a key component used in internationalizing Plone and other Zope apps: <https://savannah.nongnu.org/projects/opental/>
- ◆ Initiated the re-design of the GNU project homepage (<http://www.gnu.org/>), updating it for modern standards of HTML and CSS

Free Software promotion/evangelizing experience

- ◆ Founding member of the São Paulo linux user group “LinuxSP”
- ◆ First Brazilian to become a Debian developer; first Brazilian to leave it. While on Debian, helped start debian-consultants, the marketing effort, debian portuguese (both user and i18n groups), and instituted the tradition of interviewing DPL candidates
- ◆ Former member of the “Projeto Software Livre RS”, the entity that organizes the Brazilian “Free Software Forum”; helped in the organization of the 2003 and 2004 events (minor contributions, and promotion)
- ◆ “Core member” of the Beijing LUG

Other interests

- ◆ Language design; interpreters, compilers and virtual machines
- ◆ Object models, type systems, object frameworks, distributed object systems
- ◆ Operating systems
- ◆ 3D user interfaces
- ◆ Embedded and portable devices
- ◆ Revision control systems

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Other professional activities

- ◆ Creator, primary writer, executive producer (“show-runner”) for an independent sci-fi series distributed on the web: <http://auslander.tv>
- ◆ Wrote professionally for a non-computer-related magazine (about Role-Playing Games) for a few years; became a well-known personality in this field in Brazil
- ◆ Wrote one Role-Playing Game which was available for free in the Internet: <http://www.mepaba.com.br/produtos/pantheon>

Other information

- ◆ Born 1975 May 26

Human languages

- ◆ Portuguese - native
- ◆ English - fluent
- ◆ German - beginner
- ◆ Chinese - barely enough to survive

About this resume

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Creative is the opposite of destructive