

Cristiano Politowski

SOFTWARE RESEARCHER · SOFTWARE DEVELOPER

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Summary

I am a Ph.D. candidate at the Department of Computer Science and Software Engineering of Concordia University, in Montreal, Canada. Within Software Engineering, my interests include Software Testing, Web Development and Performance, Open Source, Video Game Development, and Machine Learning. My daily tasks include reading academic papers and technical forums, reviewing manuscript for conferences and journals, meetings with the research group, planing and applying research projects, and writing papers.

Work Experience

Humanitas (humanitas.io)

RESEARCHER

Canada

May 2021 - now

- Creating a testing pipeline for the existent stack (Docker, Unreal Engine, and Python).

[Startup] Bidgala (bidgala.com)

SOFTWARE ENGINEER

Canada

June 2021 - now

- DevOps taking care of the production and development environments (Django and PostgreSQL).

[Startup] Snaper

SOFTWARE ENGINEER

Brazil

2014 - 2018

- Extended the web-server (Nginx) to handle optimized versions of assets (images, CSS, and JS) using embedded scripts (LUA language).

[Technical School] Fundação Educacional Machado de Assis

LECTURER

Brazil

2016 - 2017

- Taught Oriented Object Programming (Java) and Unified Modelling Language (UML) in a technical computing course.

[Startup] IC1

FULL STACK WEB DEVELOPER

Brazil

2011 - 2013

- Wrote front-end code (HTML, CSS, and JS) during the inception of “table-less” movement, CSS3, and the extinction of Flash for web.
- Wrote back-end code (Java, Struts 2, and Hibernate) dealing with database structure (ER models and PostgreSQL) and deployment (TomCat).

Education

Concordia University

PH.D. CANDIDATE IN SOFTWARE ENGINEERING, SUPERVISED BY DR. YANN-GAËL GUÉHÉNEUC AND DR. FABIO PETRILLO

Montreal, Canada

May. 2018 - May. 2022

- I am researching software testing techniques, focusing less on unit tests and thinking about the project as a whole.
- I am investigating problems that affect the life of developers during long projects.

Skills

DevOps	Linux, Docker, and Nginx.
Back-end	Java, Python, R, MySQL, and MongoDB.
Front-end	HTML, CSS, and JS (novice).
Concepts	Software Testing, Game Development, Software Anti-patterns, and Web Performance.
Management	Iterative/Predictive Development processes (Agile and Waterfall), and Video Game industry.
Science	Scientific method, scientific writing, and LaTeX.
Languages	Portuguese (native), English (fluent), Spanish (novice), and French (learning).

Publications

2021	A Survey of Video Game Testing , 2nd ACM/IEEE International Conference on Automation of Software Test AST 2021, https://arxiv.org/abs/2103.06431	Conference
2020	Game Industry Problems: an Extensive Analysis on the Gray Literature , Special Issue of Elsevier' Information and Software Technology, https://arxiv.org/abs/2009.02440	Journal
2020	A large scale empirical study of the impact of Spaghetti Code and Blob anti-patterns on program comprehension , Information and Software Technology - Elsevier, https://arxiv.org/abs/2009.02438	Journal