






ANTÓNIO GOMES


Software/Networking
Engineer

Contact

 Rua da Seara 16, 4700-154, Braga - Portugal

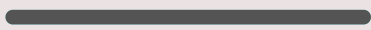
 +351 913 070 917

 antonio.sergio.costa.gomes@gmail.com

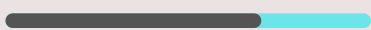
 <https://github.com/A67645>

Languages

Portuguese

 100%

English

 70%

Expertise

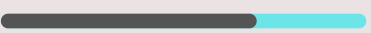
Python

 85%

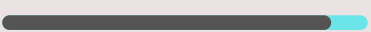
SDN - OPEN FLOW

 60%

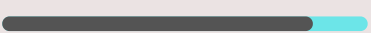
Network Management

 70%

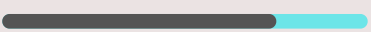
C and C++

 90%

NoSQL & SQL

 85%

ANTLR

 75%

Java

 75%

Profile

Currently concluding a Masters Degree in Software Engineering and searching for the opportunity to put my acquired experience, expertise and know how to prove my value in any organization and to learn start a career amongst the best in the field.

Experience

• Integrated Masters Degree (Years 1-3) 2012 - 2020

- Initiated studies in Software Engineering in 2012 during which got familiar in the programming languages C, C++, Java, Python and Haskell, SQL and NoSQL databases and areas such as natural language processing, operating systems and algorithm complexity.
- Acquired the initial insights, methodologies and diligence needed to proceed with further studies in the field.
- Developed interpersonal and team working skills needed to describe and troubleshoot problems, develop requirements and implement solutions.

• Integrated Masters Degree (Years 4-5) 2020 - Current

- Currently finishing my Masters Degree with emphasis in network security and management during which two surveys on the topics of "Security and privacy of the HTTP/HTTPS protocol and web browsing" and "a comparative analysis on machine-learning based traffic classification techniques" were submitted to publishing in "WorldCist2022" and "CISTI 2022" respectively.
- This provided some experience in Software Defined Networking, particularly with the southbound protocol OpenFlow implementing it using Python's Ryu OpenFlow API.
- Also allied natural language processing with web scraping for the development of a tool that would bulk extract information regarding specific topics on w3schools.org and compile in an organized and legible form (this included not only text based information but also pictures, images, code snippets on other relevant meta information) using ANTLR, YACC, Flex and Python's BeautifulSoup library.
- Was part of a team responsible for developing a functional prototype for an online sports betting service using python booth for backend and user interfacing.

Education

• Universidade do Minho

Mestrado Integrado em Engenharia Informática - 2012 to Current