



Contact

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Education

MSc. in Computer Engineering and Web Technologies | 2023 - 2026

Universidade Aberta

BSc. in Computer Engineering | 2020 - 2023

Universidade de Trás-os-Montes e Alto Douro

Skills

- C#
- .NET / .NET Core
- Desktop Application Development
- Backend Systems Development
- Concurrent & Parallel Programming
- Asynchronous Programming
- Thread-Safe Systems
- State-Based Execution
- WPF
- MVVM
- Real-Time UI Updates
- JSON-Based Data Models
- Configuration-Driven Systems
- CAN / CAN FD / I2C
- TCP/IP Communication
- Serial Communication

ANDRÉ PEREIRA

Software Engineer | Platform & Full-Stack Systems Developer

Profile

Software Engineer with experience in developing and delivering reliable software platforms for complex, production-critical systems. Strong focus on backend execution logic, concurrent and parallel processing, data handling, and full-stack desktop applications. Proven ability to build robust and maintainable systems that operate continuously in environments where reliability and stability are essential.

Experience

Software Engineer | Platform & Full-Stack Systems Developer

2025 - Present

- Core contributor to platform development, actively proposing and implementing technical solutions
- Implementation of modular and scalable software components
- Development of abstraction layers to decouple platform logic from physical hardware
- Implementation of deterministic, state-based execution engines
- Development and maintenance of thread-safe systems with parallel execution across multiple stations and contexts
- Full-stack development of desktop applications (WPF), covering backend execution, data flow, and user interfaces
- Real-time system and execution state visualization driven by asynchronous processes
- Dynamic, JSON-based configuration enabling flexible system behavior without recompilation
- Integration of multiple communication protocols (CAN / CAN FD, LIN, TCP/IP, serial)
- Structured logging, traceability, and automated reporting for production environments
- Delivery of robust and reliable software for critical production systems where downtime has direct financial impact

Junior Software Engineer

2024 - 2024

- Software development within a team building complex production systems
- Development of object-oriented software in C#
- Implementation of parallel and concurrent processing models
- Backend development focused on data handling and processing
- Definition and use of JSON-based data models and configuration structures
- Contribution to desktop application development and integration with execution logic