



André Ribeiro

MSc. Computer Science Student

I have a strong background in creating innovative software solutions with a keen eye for detail and a passion for problem-solving. I am committed to developing robust, scalable, and efficient applications.

WORK EXPERIENCE

Lisbon, Portugal

in [/andre-ribeiro1337](#)

✉ andresmribeiro@gmail.com

📞 +351 910 823 932

TOOLS

Rust

Go

C

Python

PostgreSQL

React

Git

AWS

SKILLS

Problem-solving

Research and data driven

Architecture designer

Front-end & Back-end

End-to-end projects

LANGUAGES

English - Fluent

Portuguese - Native

VOLUNTEERING

 Feira Internacional de Lisboa

Mar 2017

Futurália

OUTSIDE WORK

Bass player

Chess enthusiast

 **Outsystems** (Lisbon/PT)

Feb 2023 - Present

Researcher

MSc Thesis with Outsystems on Symbolic Execution.

 **AWS** (Dublin/IRL)

Aug 2022 - Jan 2023

Software Development Engineer Intern

Develop solutions to track metrics of our services in Ruby, Rust and PostgreSQL for the Zero-Touch device provisioning team.

 **Lisgo** (Lisbon/PT)

Dec 2020 - Apr 2022

Software Developer

Managed an access control project based on IAM and lead a Neural Network Object and Feature detection model service.

Helped create full-stack web applications with Node.js and React.

Sep - Dec 2020

Research Developer

Developed NLP models such as Sentiment Analysis and Emotion Detection to enhance user's interaction with an app.

EDUCATION

 **IST, Instituto Superior Técnico**

Sep 2021 - Present

Masters in Computer Science and Engineering

Currently with 17 average (out of 20).

 **IPS, Instituto Politécnico de Setúbal**

Sep 2017 - Dec 2020

Bachelor in Software Engineering

Completed with 16 average (out of 20).

PROFESSIONAL DEVELOPMENT

 **Macquarie University** (Sydney/AUS)

Jul 2021

1st Place Big Data Society Hackathon

Applied AI models to perform an intelligent assessment marking.

 **EIA, Centro de Congressos do Estoril**

Jul 2019

European Innovation Academy

Developed a project for homeowners' backyard layouts using AI.