Ana Margarida Silva
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City/Country
Porto, Portugal

Ana Margarida Silva

Software Developer

About Me My name is Ana Margarida Silva and I am a Software Engineer. I'm comfortable on either side of the stack, doing both front-end, back-end work and even mobile. I have a passion for Open Source Software and tinkering with hardware. I'm always willing and happy to learn new technologies and improve my current skills.

Experience

October 2023 - Present, *Software Engineer*, Okra Solar
Work on mobile and web applications to facilitate installing and managing last-mile mesh-grid energy systems. Technologies used are Typescript, NodeJS, React, Nextjs and MySQL.

February 2023 - October 2023, *Software Engineer*, Callstack
Work as a React Native Developer in the Expensify project, developing features and fixing bugs, some of them in the React Native core codebase and highly used libraries.

July 2022 - December 2022, *Software Engineer*, Replai
Full-stack work on a fast paced startup whose product is a video intelligence platform that uses computer-vision AI to tag creatives at scale and help app developers understand what are the key drivers or detractors of performance of their video creatives. Helped develop a React platform, in addition to developing API endpoints that queried a PostgreSQL database. Technologies used are Typescript, NodeJS, React and PostgreSQL.

September 2019 - July 2022, *Software Engineer*, Platforme
Worked on a startup that used 3D models to power their made-to-order pipeline. The products I worked on ranged from a web app for customizing 3D models (VueJS), a mobile application to follow and update the order's status on the factory floor (React Native), the backend to power all of this (Python and NodeJS) and micro-services that complimented with additional functionality (NodeJS, Apache Kafka, Typescript). In addition to this, also developed SDKs to integrate with the platform (Javascript, React, VueJS, Kotlin and Objective C).

October 2019 - September 2020, *Software Engineer Trainee - Part-Time*, Platforme
Work in several projects, including back-end and core services using Python and Node.JS, front-end interfaces using Vue.js/React.js to client side tools using Javascript.

July 2018 - September 2018, Summer Internship at Blip
Development of an internal tool that allowed writing and reading Protobuf messages into and from Kafka topics, as well as creating Protobuf schemas on runtime. The tool was made with Betfair's Cougar framework in Java, based in Spring, with integration with Apache Kafka and the frontend utility made in React. A blog post about the experience was written here.

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Open-Source

2022-Present, Core Maintainer of SvelteUI library (open-source)
Develop and maintain a component and utility library for Svelte. Link to the website here.

Several open source contributions to projects
Made several contributions to projects, like React Native, Svelte Kit, React Navigation and others.

Publications

Visually-defined Real-Time Orchestration of IoT Systems
○ DOI: 10.1145/3448891.3448938
○ Conference: EAI MobiQuitous 2020
○ Authors: Ana Margarida Silva, João Pedro Dias, André Restivo and Hugo Sereno Ferreira

A Review on Visual Programming for Distributed Computation in IoT
○ DOI: 10.1007/978-3-030-77970-2$_3$4
○ Conference: ICCS 2021
○ Authors: Ana Margarida Silva, João Pedro Dias, André Restivo and Hugo Sereno Ferreira

Other

Summer of 2019, Mentor at Porto's Junior University
Worked as a mentor and professor to junior and middle school children during the Junior University at Porto's University. Taught how to program a micro:bit and build simple games using Python in a Raspberry Pi.

Education

2015-2020, Masters Degree in Informatics and Computing Engineering in Faculty of Engineering of the University of Porto
Final grade: 16.4

- *Masters Dissertation in* **Orchestration for Automatic Decentralization in Visually-defined IoT** - Development of a prototype, extending from Node-RED, that enables the automatic decentralization of an IoT system. The devices in the network communicate their computational capabilities to the orchestrator, which is responsible for automatically partition the computation and sending the generated tasks to the devices, leveraging their computational power. Final grade: 20. Dissertation can be accessed here.

2004-2015, Agrupamento de Escolas do Búzio
Primary and high school

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Software Development Skills

Programming Languages, Technologies and Frameworks

- ReactJS
- Python
- Rust
- MongoDB
- Docker
- VueJS
- Javascript
- Svelte
- Java
- Linux
- NodeJS/Deno
- React Native
- PostgreSQL
- MySQL
- Scrum

Personal Skills

Mother tongue

Portuguese

Other languages

- CAE (Certificate in Advanced English) exam - grade A

Language	Understanding	Reading	Writing
English	Very Good	Very Good	Good
Spanish	Good	Good	Moderate

Other skills and occupations

- Bass guitar player in "Orquestra Ligeira de Cambra".
- Clarinet player in "Sociedade Artística Banda de Vale de Cambra".
- Member of the board of the "Orquestra Ligeira de Cambra" and "Sociedade Artística Banda de Vale de Cambra".

Awards

2015, *Best High School Student,* Rotary Club de Vale de Cambra
Awarded to the top student in their final year of high school.

2015, *Board of Excellence,* Agrupamento de Escolas do Búzio
Awarded to the top students in their final year of high school and elementary school.

Interests

Professional
Web development, Cyber Security, Software Development

Personal
Bass Guitar, Clarinet, Music, Reading