

# Eduardo Ribeiro

SOFTWARE ENGINEERING STUDENT @ FEUP

Porto, Portugal

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## Education

### Faculty of Engineering of the University of Porto

INTEGRATED MASTERS (BSC + MSc) IN INFORMATICS AND COMPUTING ENGINEERING

Sep 2017 - Present (Exp. Jul 2022)

Porto, Portugal

- **Current cumulative GPA: 18.37 / 20**; currently enroled in the 4th year
- Received a **Merit Scholarship** for the 2018/19 Academic Year, for an average of **19.0 / 20 values**.

## Jobs & Experiences

### Research Assistant - "Big Data for Energy"

Fev. 2020 - Present

INESC TEC

Porto, Portugal

- Currently developing a platform to foster energy analytics competition and exchange of data between R&D institutions/universities, by using big data and data science technologies to automate energy data (e.g., electricity markets) collection and management.
- Designed and developed a REST API and a user interface/dashboard for general use of the application.
- Organized a hands-on workshop for the INESC TEC Power and Energy Systems team, to showcase the tool for their future usage.
- Main technologies used: **Docker, GitLab CI/CD, Python, Django, Pandas, Cassandra, RabbitMQ, Nginx, Vue.js**.

### Software Engineer Intern

Jul 2020

CRITICAL SOFTWARE

Coimbra, Portugal

- Learned about the methodologies and tools used in critical projects, such as software for airplanes, trains and banks.
- Built a real time chat service using **Java** and **Kafka**.
- Built an automatic encryption/decryption system for smart meter data with **Java, SSL** and **XML documents**.

### Active Member

Nov 2019 - Present

NIAEFEUP - INFORMATICS ENGINEERING STUDENT BRANCH @ FEUP

Porto, Portugal

- Participated in and organized a variety of events/projects in different areas, ranging from Cybersecurity to AI to Competitive Programming.
- Member of the External Relations Department for Semana de Informática, a Software Engineering event in FEUP with talks and workshops.

## Projects

### Platform for exchange of classes between students

Dez 2019 - Present

PYTHON, SQLITE, DOCKER

Team of +/- 6 people

- Currently developing a platform to be used by students to help them better organize class exchanges between them, by using AI algorithms (hill climbing, genetic algorithms, etc) to create a new allocation of classes given the classes that the students wish to be in.

### Distributed Backup System

May 2020 - Jun 2020

JAVA, SHELL

Team of 4 people

- Developed a distributed P2P system with the purpose of backing up files divided in chunks in other peers.
- Protected the system against faults and raised its stability and scalability by using the Chord Protocol.
- Implemented secure communication channels with JSSE and achieved high degrees of concurrency and parallelism with thread-pools and non-blocking I/O.

### OpenCX - Mobile App for Conferences

Out 2019 - Jan 2020

FLUTTER, SQLITE, GHERKIN, BLUETOOTH

Team of 4 people

- Contributed to an open source project by developing a mobile app for conferences, that allows the user to see the conference's program and to make a custom schedule, receiving push notifications when an event was about to start and also allowing BT scanning for near-by events.

### Security Van Routing

Mar 2019 - May 2019

C++, GRAPHVIEWER (JAVA API)

Team of 3 people

- Developed application that calculates paths for trucks with pickup and delivery of items along the way, by implementing various "shortest path" (and similar) algorithms (Dijkstra, Floyd-Warshall, DFS, BFS, identifying articulation points, and more), as well as some heuristic algorithms.
- Developed a user interface, for the display of the graph and paths.

## Skills & Interests

Technical	Git (3 years); Java (2.5 years); C/C++ (3 years); Python (1 year); Javascript (2 years); HTML5, CSS, PHP (1 year); Docker (1 year); SQL (1.5 years); NoSQL (Cassandra) (7 months); Node.js, REST API, OOP, CI/CD, Agile/Scrum, Unix/Linux
Languages	Portuguese(Native), English(Full Professional Proficiency), Spanish(Limited Working Proficiency), French(Basic understanding)