

Porto, Portugal

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Education

Faculty of Engineering of the University of Porto

Sep 2017 - Present (Exp. Jul 2022)

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

Porto, Portugal

- Current cumulative GPA: 18.37 / 20; currently enrolled 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

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.

NewsLab - Collaborative News 🗹

Mar 2020 - Jun 2020

PHP, LARAVEL, JAVASCRIPT, HTML, CSS, POSTGRESQL, DOCKER

Team of 4 people

- · Developed a webapp/platform to write and share news and opinions, enabling people to interact with the articles by rating and commenting.
- · Performed various tasks regarding planning and specification, from developing frontend page mockups to creating data models and schemas for the backend database structure.
- · Adopted an Agile methodology to develop this project, working in iterations and selecting user stories to implement in each one.

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 Team of 3 people

C++, GRAPHVIEWER (JAVA API)

 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

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); **Technical**

SQL (1.5 years); NoSQL (Cassandra) (7 months); Node.js, REST API, OOP, CI/CD, Agile/Scrum, Unix/Linux

Portuguese (Native), English (Full Professional Proficiency), Spanish (Limited Working Proficiency), French (Basic understanding) Languages

OCTOBER 31, 2020 EDUARDO RIBEIRO · RÉSUMÉ