

# Paulo Santos

SOFTWARE ENGINEER · FULL STACK

Manchester, UK

☎ (+44) 07799150831 | ✉ work.paulo.santos98@gmail.com | 📄 GitPaulo | 🌐 paulo-santos-software-engineer

I am a Full Stack Software Engineer with experience in the e-commerce domain and with a diverse set of skills all across the engineering spectrum.

## Work Experience

### THG

Manchester, UK

#### TEAM LEAD AND SOFTWARE ENGINEER

Apr. 2022 - Present

- Achieved the role of team lead for an internal framework project used to quickly build and deploy modular multi front end applications. This framework was used to support an internal Content Management System for a large set of live sites including: Zavvi, Nintendo UK, and more.
- Worked out-of-hours time schedules to act as the first line of response for live system failures.
- Prepared and conducted graduate and mid-level technical software engineer interviews for new company talent.

### THG

Manchester, UK

#### SOFTWARE ENGINEER

Sep. 2020 - Apr. 2022

- Developed and maintained services exposing REST and GraphQL APIs to fetch product and site information from THG owned sites.
- Maintained a large code-base for an older Content Management System already in use by e-commerce traders at THG to manage content displayed on their various websites. Front end was built in AngularJS and the back end in Spring.
- Built from scratch an internal front end component library in Angular. It has now been used for numerous internal UI projects.
- Developed custom Gradle plugins and Java modules drastically simplifying and speeding the build processes for multi Gradle projects.

### DEV.to

Braga, Portugal

#### TECHINICAL AUTHOR (DEV.TO/GITPAULO)

Sep. 2020 - Present

- I write developer-focused technical articles about technologies or concepts I am interested in consolidating or sharing.

### Primavera Software Solutions

Braga, Portugal

#### INTERN DEVELOPER

May. 2016 - Sep. 2016

- Worked in an Agile environment for the first time by shadowing and assisting experienced professionals.

## Education

### University of Liverpool

Liverpool, UK

#### MASTERS OF COMPUTER SCIENCE (MENG) [1ST CLASS HONOURS]

Sep. 2016 - Sep. 2020

- Class Representative of 2016/17 and Masters Year Mentor during 2019/2020.
- Notable Modules: Algorithmic Foundations (84%), Advanced Object-Oriented Programming (86%), Advanced Object-Oriented C Languages (94%), Principles of C and Memory Management (94%), Multi-Agent Systems (97%).

## Notable Projects

- 2019 **Visual Automata**, An in-browser tool to visualise and transform classical automaton.
- 2019 **Classification of Bio-fuels using Machine Learning**, An analysis of different classical methods of classification when applied to images to identify bio-fuel materials from images.
- 2018 **Data Structures Visualiser**, A desktop application providing extendable data structures visualisation.
- 2017 **Relational Algebra and SQL Optimiser**, A tool to visualise, convert and optimise RA and SQL queries.
- 2017 **Vulcan, Discord bot**, An advanced, self-hosted, discord bot with multiple features such as AI-driven games, music, trivia, role management, etc.

## Skills

#### TECHNICAL

- Domain:** Git, SVN, AngularJS, Angular 2, React, JQuery, Electron, Node, Express, K8s, Docker, ActiveMQ, Kibana, BiqQuery JUnit, Jetty, Tomcat, Spring, MongoDB, MySQL, NPM, Yarn, Maven, Gradle, Jenkins, GitlabCI, Linux, Firebase
- Programming Languages:** JavaScript, TypeScript, HTML, CSS (Less, Sass), Java, Groovy, Python, Lua, C, SQL, T-SQL, Shell (Bash, sh, Fish)

#### LANGUAGE

- English and Portuguese:** Native or Bilingual Proficiency
- Spanish:** Professional or Working Proficiency