Paulo Santos
/paulo-santos-software-engineer

Email: work.paulo.santos98@gmail.com
Mobile: (+44)7799150831

Me

A Lead Full-Stack Software Engineer with experience in web technologies and the e-commerce domain.

Education

- **University of Liverpool** — Liverpool, UK
  Master of Engineering in Computer Science (MEng); 1:1 (1st Class) — *Sep. 2016 – Sep. 2020*

Experience

- **THG** — Manchester, UK
  Lead Software Engineer — *Apr. 2022 - Present*
  - Lead a team of 6 engineers working on a micro-front-ends based internal Content Management System used daily by hundreds of traders to manipulate site content.
  - Worked out-of-hours time schedules to act as the first line of response for production system failures that supported dozens of live e-commerce sites.
  - Conducted graduate and mid-level technical software engineering interviews for new company talent.
  - Worked on transitioning multiple services from un-managed virtual-machines to kubernetes deployments as well as translating GitlabCI and Jenkins pipelines to Github Actions as part of a company-wide change.

  Software Engineer — *Sep. 2020 - Apr. 2022*
  - Built, from the ground up, a large Angular multi-component library, used by a handful of teams, and deployed a showcase application along with technical documentation to support the library's usage.
  - Developed custom Shell scripts, Gradle plugins and Java modules drastically simplifying and speeding the build processes for monorepo projects.
  - Designed, implemented and maintained RESTful APIs to fetch and manipulate product and site information displayed on live e-commerce THG hosted sites.
  - Developed internal Angular applications providing tooling and content management features, including: search redirecting, page navigation, CDN file uploading and user management.
  - Wrote and distributed a NodeJS CLI used to quick-start monorepo projects using our internal multi-ui framework. NPM packages were appropriately published to an internal artifactory.

- **Primavera Software Solutions** — Braga, Portugal
  Intern Software Engineer — *Summer 2016*
  - Worked in an Agile & SCRUM environment learning how to plan, design and launch software projects by shadowing and assisting experienced professionals.
  - Reviewed BAU SQL transactions on internal databases and pitched schema improvements.

Projects

- **Visual Automata**: An in-browser tool to visualise and transform classical automaton. Built with Vanilla JS.
- **DSA Visualiser**: A data structures and algorithms simulation and visualisation. Built with Electron.js.
- **Relational Algebra and SQL Optimiser**: A tool to visualise, convert and optimise RA and SQL queries. Built with a custom parser written in BNF and the Neutronium .NET framework.
- **Classification of Bio-fuels using Machine Learning**: Analysis of various Machine Learning classification techniques applied to images to the identification of bio-fuel materials. Developed with Keras & Tensorflow.

Domain Skills

- **Languages**: : JavaScript, TypeScript, HTML&CSS, Java, Groovy, Python, Lua, SQL, T-SQL, Shell
- **Technologies**: : Angular, NodeJS, ExpressJS, K8s, Docker, ActiveMQ, Elastic Stack, JUnit, Jetty, Tomcat, NPM, Yarn, Maven, Gradle, Jenkins, GitlabCI, Github Actions, Linux