

Paulo Santos

in/paulo-santos-software-engineer

🐙/GitPaulo

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

- Led 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 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, Shell
- **Technologies:** Git, Angular, NodeJS, K8s, Docker, ActiveMQ, Elastic Stack, JUnit, Jetty, Tomcat, NPM, Gradle, Jenkins, GitlabCI, Linux