Paulo Santos

SOFTWARE ENGINEER · FULL STACK

Manchester, UK

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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.

Experience

THG *Manchester, UK*

TEAM LEAD *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 that supported dozens of e-commerce sites.
- Prepared and conducted graduate and mid-level technical software engineer interviews for new company talent.

THG *Manchester, UK*

SOFTWARE ENGINEER *Sep. 2020 - Present*

- 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.
- Designed, implemented and maintained REST and GraphQL APIs to fetch product and site information for live THG hosted sites.
- Maintained a large code-base for an older Content Management System used by traders at THG and external companies to manage content displayed on their various websites. Front end in AngularJS and back end in Java Spring Boot.
- Developed a number of internal Angular UIs for CMS features including: search redirecting, page navigation, CDN content uploading, video content management, and more. These UIs are used both internally, by developers, and externally, by traders, to manage website content.

DEV.to *Braga, Portugal*

TECHINCAL 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) *Sep. 2016 - Sep. 2020*

- Achieved a First-Class Honours (1:1) every year.
- Elected the Course Representative for the 2016/17 class and worked as an Academic Peer Mentor for the 2019/20 senior year.

Projects

2019	**Visual Automata,** An in-browser tool to visualise and transform classical automaton. Built with Vanilla JS.
2019	**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.
2018	**DSA Visualiser,** A data structures and algorithms simulation and visualisation. Built with Electron.js.
2017	**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.
2017	**Discord Bot,** A discord bot featuring AI-driven games, music, role management, etc. Build with Discord.JS.

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.