Curriculum Vitae
Europass

Personal Information

First Names / Surnames	**Tiago Fael Gonçalves de Matos**
Address	*(not shown due to privacy protection)*
Mobile	*(not shown due to privacy protection)*
Email	*(not shown due to privacy protection)*
Twitter	http://twitter.com/KTachyon
Nationality	Portuguese
Date of Birth	16th September, 1985
Gender	Male

Occupational Field

Software Engineering

Work Experience

Dates
October 2014 $\longrightarrow$ now

Occupation or Position Held
Software Architect, iOS Software Engineer, Fullstack Software Engineer

Main Activities and Responsibilities

- Development and optimization of components for the JiTT app (https://itunes.apple.com/en/app/jitt.travel/id1006102986?mt=8);
- Full integration of Viator into the JiTT app (UI, logic and API communication);
- Development of a NodeJS based REST API for creating guides;
- Development of a Backbone-based web client for the aforementioned API;
- Development of a SQS-backed web worker to publish guides;
- Development of a registry/authentication platform to manage users, ratings, guide acquisitions;
- Documented and partially implemented a map tile generator platform;
- Managing several Amazon Web Services such as:
  * Elastic Beanstalk, deploying Docker-based instances;
  * Simple Storage Service (S3), programmatically manage data and setting up static websites with SSL using CloudFront;
  * Relational Database Service;
  * Virtual Private Cloud, managing security groups, network ACLs;
  * Route 53, transfering domains, managing records, aliasing with other Amazon Services such as CloudFront and Beanstalk;
  * Identity and Access Management, setting up proper credentials and policies;
  * Elasticsearch Service;
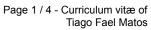 * Simple Queue Service and integration into applications deployed using Beanstalk;

Name and Address of Employer
iClio/JiTT.travel (http://www.iclio.net, http://jitt.travel)

Type of Business or Sector
Digital Tourism, Content Platform

Dates
December 2012 $\longrightarrow$ October 2014

Occupation or Position Held
Software Engineer

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Main Activities and Responsibilities	- Development of an Android app and web services for management of parking meters; - Development of an e-learning web application platform; - Development of a Backbone-based framework for faster single-page web application development; - Development of a platform for building web-based interactive books; - Development of iOS and Android apps for paying paid parking spaces; - Development of an iOS app for counting the time spent inside geofences and with iBeacon support;
Name and Address of Employer	Premium Minds (http://www.premium-minds.com)
Type of Business or Sector	Web and Mobile Software Development
Dates	December 2012 ⟶ July 2012
Occupation or Position Held	**Software Engineer**
Main Activities and Responsibilities	- Development of the iOS app for Limetree (http://limetr.ee); - Web frontend development and payment systems integration; - Participated with Limetree in Ryan Academy's Propeller Venture Accelerator in Dublin.
Name and Address of Employer	Limetree (http://limetr.ee)
Type of Business or Sector	Web and Mobile Web Software Development
Dates	September 2010 ⟶ October 2012
Occupation or Position Held	**Systems Administrator and Software Engineer**
Main Activities and Responsibilities	- Development and management of UCV (http://ucv.uc.pt) based on an open source, Pylons-based video platform called MediaCore; - Development of both UCV mobile applications for iOS (http://itunes.apple.com/pt/app/ucv/id516297795) and Android (https://play.google.com/store/apps/details?id=pt.uc.ucv); - Development of some support (web based) platforms for University of Coimbra's presence in iTunes U (http://www.uc.pt/itunesU/coleccoes); - Configuration of several key systems that support University of Coimbra's presence in iTunes U, one of those a dual-controller SAN connected to two Mac Pro's to be used as main and failover/failback controllers; - Development and management of Agenda7 (http://agenda7.uc.pt); - Consultant on the HPIP project (http://hpip.org); - Remote management/administration of a dozen servers with CentOS, Fedora Core and Mac OS X Server operating systems.
Name and Address of Employer	University of Coimbra (http://www.uc.pt)
Type of Business or Sector	Higher education institution
Dates	January 2010 ⟶ May 2011
Occupation or Position Held	**iOS Developer**
Main Activities and Responsibilities	Development of iOS applications for major sporting events, where I developed 3 iOS applications: 2010 FIFA World Cup (ZA2010); 2010 FIBA World Cup (TR2010); 2011 AFC Asian Cup (QA2011); The apps were taken off the app store since they were no longer relevant.
Name and Address of Employer	MajorSportsEvents (http://www.majorsportsevents.com)

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Type of Business or Sector	Mobile Software Development

Dates	July 2010 $\longrightarrow$ September 2010
Occupation or Position Held	**iOS Developer**
Main Activities and Responsibilities	Development of iOS applications and server-side services. Developed components for the JiTT application for iOS.
Name and Address of Employer	iClio Lda. (http://www.iclio.net, http://www.justintimetourist.com) IPN - Instituto Pedro Nunes Rua Pedro Nunes, s/n 3030-199 Coimbra, Portugal
Type of Business or Sector	Mobile Software Development

Education and Training

Dates	September 2010 $\longrightarrow$ July 2012
Title of Qualification Awarded	**Master's Degree in Informatics Engineering (MSc)**
Principal Subjects / Occupational Skills Covered	Network Engineering; Business Management; Management of Software Projects; Systems and Network Management; Enterprise Application Integration; Human-Computer Interaction; Software Reuse; Security in Communication Systems; Ubiquitous Systems; Semantic Web.
Name and Type of Organisation Providing Education and Training	Faculty of Sciences and Technology of the University of Coimbra, Department of Informatics Engineering

Dates	September 2003 $\longrightarrow$ July 2010
Title of Qualification Awarded	**Bachelor Degree in Informatics Engineering (BSc)**
Principal Subjects / Occupational Skills Covered	Algorithms and Data Structures; Data Analysis and Transformation; Computer Architectures; Databases; Compilers; Graphic Computing; Software Engineering; Discrete Structures; Introduction to Artificial Intelligence; Introduction to Programming and Problem Solving; Introduction to Communication Networks; Advanced Programming Laboratory; Principles of Procedural Programming; Object Oriented Programming; Communication Protocols; Simulation and Scientific Computing; Information Systems; Distributed Systems; Operating Systems; Computer Technologies; Theory of Computing; Information Theory.
Name and Type of Organisation Providing Education and Training	Faculty of Sciences and Technology of the University of Coimbra, Department of Informatics Engineering

Personal Skills and Competences

Mother Tongue	**Portuguese**

Other Languages

Self-Assessment European Level(*)

	Understanding		Speaking		Writing
	Listening	Reading	Spoken Interaction	Spoken Production	
English	C2 Proficient User	C1 Proficient User	B2 Independent User	B2 Independent User	C1 Proficient User

(*)*Common European Framework of Reference (CEF) Level*

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iOS Development Skills	• Development of Universal apps (single binary for iPhone and iPad);
	• Development of interfaces using XIBs, Storyboards and linking multiple Storyboards;
	• Understanding of the Objective-C Runtime and knowledge about concepts such as method swizzling and runtime subclassing;
	• Understanding when the use of Class Extensions, Categories and Protocols;
	• Asynchronous code development using Grand Central Dispatch;
	• Development using Lockless Exclusive Accessors using Grand Central Dispatch;
	• Creating distinct products using the same base project in XCode via Schemes and custom build processes;
	• Third party dependency management using CocoaPods;
	• Dependency Injection using Objection framework for creating more modular applications;
	• Development using PromiseKit for chained asynchronous calls;
	• Development using AFNetworking and communicating with REST applications using that framework;
	• Using logging facilities such as CocoaLumberjack and NSLogger to distribute logs across several local and remote services;
	• Development of apps using services such as Crashlytics, Parse and SegmentIO;
	• Development of apps using the CoreLocation framework, including background location apps;
	• Development of apps with iBeacon support;
	• Using the StoreKit for in-app purchases;
	• Adding Push Notifications to an iOS app;
	• Deploying iOS apps to the App Store;
JavaScript/NodeJS Development Skills	• Frontend development using Backbone.js;
	• Development using the Pub-Sub pattern;
	• Callbacks and promises;
	• Development of extendable JavaScript objects (pre-ES6);
	• Express.js middleware and promisification of Express.js routes;
	• Understands the Event-driven of JavaScript and what IO blocking means;
	• Database transaction assurance on Express.js using promisified routes;
	• Using NPM for dependency management;
Other Skills	• SQL (MySQL, Postgres), No-SQL (Postgres HStores and JSON data);
	• N-Tiered architecure platforms development;
	• Integration with REST WebServices;
	• REST API development;
	• Some Redis and MongoDB experience;
	• Integration of analytics platforms;
	• Aims for DRY and decoupled code;
	• Deploying and managing software in AWS and interconnecting several Amazon Services;

Appendices

Appendix I	Personal Projects Developed
Appendix II	Academic Projects Developed

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Appendix I	**Personal Projects Developed**
Revista Programar API API for a portuguese programming magazine	https://github.com/KTachyon/revista-pap-api
Technologies Used	NodeJS, ExpressJS, PostgreSQL, Sequelize
Project Summary	A simple API concept for requesting and searching Revista Programar editions, to be used on mobile apps and web clients.
Top Caps iOS Application	http://itunes.apple.com/us/app/top-caps/id381766872?mt=8
Technologies Used	iOS SDK, Google Spreadsheet API, JSON
Project Summary	An application that lists the 50 most valuable public companies in the world by market capitalization.
Lithium Project Web platform	
Technologies Used	Python, Pyramid, Twitter Bootstrap, jQuery, SQLAlchemy, SQLite
Project Summary	A web platform that will enable inserting and viewing quarterly financial results from public company. Still in alpha.
Beryllium Project Web platform and daemon	
Technologies Used	Python, Pyramid, FFMpeg, Twitter Bootstrap, jQuery, SQLAlchemy, SQLite
Project Summary	Web platform to manage video transcoding on remote servers running a Daemon and FFMpeg wrapper, with realtime progress tracking.
Hood+	http://hoodplus.parseapp.com
Technologies Used	Objective-C, Backbone
Project Summary	Social web platform to register problems in public spaces.
Appendix II	**Academic Projects Developed**
iMed iPad Application	Management of Software Projects (Mário Zenha Rela) http://www.youtube.com/watch?v=cWPHcaJPvsU
Technologies Used	iOS SDK, Java, HL7, DICOM
Project Summary	This project was a proof of concept for an iPad application to be used on an Hospital environment to check patients data, including 2D and 3D scans. Uses common communication technologies (HL7, DICOM) found in those environments.
AdZone iOS Application	Ubiquitous Systems (Carlos Bento)
Technologies Used	iOS SDK, PHP, MySQL
Project Summary	This project was a concept for a location based advertising system for mobile platforms.

USDL on iPad iPad Application	Human-Computer Interaction (António Jorge Cardoso)
Technologies Used	iOS SDK, USDL
Project Summary	This goal of project was to develop an application that would allow creating USDL documents on an iPad with an easy to use interface.
3D Chess Game Mac OS X, Windows and Linux applications	Graphic Computing (Paulo Carvalho)
Technologies Used	C++, OpenGL/GLUT
Project Summary	This project was a 3D chess game with dynamic lighting, shadows and reflections, full piece movement animation. All game rules were implemented and, the game was eventually reused to use custom designed chess pieces.
Lysp Compiler Cross-compiler	Compilers (Francisco Câmara Pereira)
Technologies Used	Lex, Yacc, C
Project Summary	This project was a cross compiler from a Lisp-like programming language into very simple C code.
Remark	The projects above do not account for all personal and academic projects developed, being listed only those deemed most important or relevant.