

Curriculum Vitae Europass

Personal Information

First Names / Surnames

Address

Mobile

Email

Twitter

Nationality

Date of Birth

Gender

Tiago Fael Gonçalves de Matos

(not shown due to privacy protection)

(not shown due to privacy protection)

(not shown due to privacy protection)

<http://twitter.com/KTachyon>

Portuguese

16th September, 1985

Male



Occupational Field

Software Engineering

Work Experience

Dates

Occupation or Position Held

Main Activities and
Responsibilities

October 2014 → now

iOS Software Engineer, Fullstack Software Engineer

- Development and optimization of components for the JiTT app (<https://itunes.apple.com/artist/iclio/id418757745>);
- Full integration of Viator into the JiTT app (UI, logic and API communication);
- Development of a NodeJS based REST API;
- Development of a Backbone-based web client for the aforementioned API;
- 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, transferring 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

Type of Business or Sector

Dates

Occupation or Position Held

iClio (<http://www.iclio.net>)

Digital Tourism, Content Platform

December 2012 → October 2014

Software Engineer

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|--------------------------------------|--|
| Main Activities and Responsibilities | <ul style="list-style-type: none"> • 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 | <ul style="list-style-type: none"> • 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 | <ul style="list-style-type: none"> • 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 | <p>Development of iOS applications for major sporting events, where I developed 3 iOS applications:</p> <ul style="list-style-type: none"> • 2010 FIFA World Cup (ZA2010); • 2010 FIBA World Cup (TR2010); • 2011 AFC Asian Cup (QA2011); <p>The apps were taken off the app store since they were no longer relevant.</p> |
| 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 → 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

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|--|---|
| Dates | September 2010 → 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 |

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| Dates | September 2003 → 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

Other Languages

*Self-Assessment
European Level^(*)*

English

Portuguese

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

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

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 NSLog 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);
- Backend development (NodeJS and io.js);
- 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;
- Development using JavaScript promises;
- Using NPM for dependency management;

Other Skills

- SQL (MySQL, Postgres), No-SQL (Postgres HStores and JSON data);
- N-Tiered architecture 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

Appendix I

Top Caps

iOS Application

Technologies Used

Project Summary

Personal Projects Developed

<http://itunes.apple.com/us/app/top-caps/id381766872?mt=8>

iOS SDK, Google Spreadsheet API, JSON

An application that lists the 50 most valuable public companies in the world by market capitalization.

Lithium Project

Web platform

Technologies Used

Project Summary

Python, Pyramid, Twitter Bootstrap, jQuery, SQLAlchemy, SQLite

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

Project Summary

Python, Pyramid, FFMpeg, Twitter Bootstrap, jQuery, SQLAlchemy, SQLite

Web platform to manage video transcoding on remote servers running a Daemon and FFMpeg wrapper, with realtime progress tracking.

Hood+

Technologies Used

Project Summary

<http://hoodplus.parseapp.com>

Objective-C, Backbone

Social web platform to register problems in public spaces.

Appendix II

iMed

iPad Application

Technologies Used

Project Summary

Academic Projects Developed

Management of Software Projects
(Mário Zenha Rela)

<http://www.youtube.com/watch?v=cWPHcaJPvsU>

iOS SDK, Java, HL7, DICOM

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

Technologies Used

Project Summary

Ubiquitous Systems
(Carlos Bento)

iOS SDK, PHP, MySQL

This project was a concept for a location based advertising system for mobile platforms.

USDL on iPad

iPad Application

Technologies Used

Project Summary

Human-Computer Interaction
(António Jorge Cardoso)

iOS SDK, USDL

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)

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|--|--|
| 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. |