



Diogo Trindade Basto

CONTACT

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WORK EXPERIENCE

AdClick

Developer

February 2017 - August 2017

In February I moved from Smarkio to the parent company AdClick to assist with the infrastructure move from Amazon Web Services to Microsoft Azure, with the secondary purpose of coding our own infrastructure with Ansible and Terraform. The company worked with the same core technologies as Smarkio (PHP and SQL) but the lack of a dedicated operations team meant that development team spent half of the time keeping up with publishing platform problems and new advertising pages instead of focusing in infrastructure move or using new technology to solve our problems better. In my short stay I got to take development ownership of one of the most profitable products in the company, suggesting several new features to the business team that increased their productivity and planning the infrastructure change for the project that took zero downtime.

Smarkio

Full-Stack Web Developer

June 2016 - January 2017

At Smarkio we worked mostly with PHP but they gave me an amazing opportunity to expand my experience and grow. From using and configuring a CircleCI to migrating the development environment from Vagrant to Docker. Implementing Vue.JS in pages that were redesigned. Managing a RabbitMQ. There were no shortage of technologies and opportunities to explore.

Brandmeup

Web Developer

May 2014 - October 2014

Developer of an online platform MVP with CakePHP and MySQL for professional networking. The web and database servers were also under my responsibility.

NIAEFEUP

Member

September 2013 - February 2015

Member of a students' association branch, developing small projects and ideas on our free time. As a member I led the Timetable Selector project and contributed to other projects like Kommando (a game that used a Microsoft Kinect), UNI and Exam-Scheduler, organized and configured the network for 2013 students' association Lan Party and helped with the maintenance of our 10 year old computers working as our web-servers, git repositories, wikis and internal network routers.

EDUCATION

Faculty of Engineering of University of Porto

Coming from an high school with programming in its curriculum from 10th to 12th grade proved an useful advantage over my other course mates. That lasted all of twelve months. FEUP pushes you hard to get that degree and after the introductory programming courses are done, it gets really hard and really diverse.

Among the several projects I worked for the course, these stand out the most:

Guess me out: Ruby on Rails website that allowed dynamic avatar creation and matching different users to play against each other a game like "Guess who?".

Pay as you Go: ASP.Net website for a proof-of-concept system that allows insurance companies to register driver information through GPS systems and perform simulations and premium calculation using the new parameters.

Timetable Selector: web page to allow U.P. students to simulate timetable selection before the enrollment period.

LANGUAGES

Portuguese: Native

English: Full working proficiency

RELEVANT EXPERIENCES

C#: Peer to peer video chat application; Airport landing strip scheduling algorithm; Model and controller code for an ASP.NET MVC website (Pay as you go).

OpenGL: Using the framework with C++ to generate scenes defined in XML files, including textures, animations and shaders.

Blender: Used together with python to make a graphical simulation of a robot interacting with a user controlled actor.

Parallel Programming: Programming in C++ for multiple cores with OpenMP and distributed computing with MPI.

Version Control: Used git the most throughout college, with github and gitlab. Some experience with SVN and Mercurial.

Project Management: Used Redmine and Jira for weekly task and milestone management.

INTERESTS

Parallel Computing, Artificial Intelligence, Computer Networking, Algorithms and Open-source.

On my free time I enjoy playing electric guitar, computer games, dungeons and dragons and watching TV shows.

MISCELLANEOUS

B driving licence