Ricardo Ceia

Informatics, Networks,
and Telecommunications Degree

ricardoceia.sete@gmail.com
+351 964695019
https://www.linkedin.com/in/ricardo-ceia-/

I am completing my degree in Informatics, Networks, and Telecommunications Engineering at the Instituto Superior de Engenharia de Lisboa (ISEL), currently finishing my final course. Alongside my studies, I dedicate time to personal projects that strengthen and expand my technical skills, with a particular interest in backend development. Beyond my academic and professional focus, I have been practicing judo since the age of three and hold a black belt, which reflects my commitment, discipline, and perseverance.

Education

BSc Informatics Engineering, Networks, and Telecommunications Engineering, Instituito Superior de Engenharia de Lisboa

I developed a lot of essential skills, such as problem-solving, design thinking, critical thinking.
I also learned how to get the information/knowledge necessary autonomously. Part of this knowledge was applied on the Final Project (grade of 16/20).
Relevant courses: Programming Fundamentals, Computer Networks, Computer Architecture, Internet Networks, Web Programming, Information Systems, Operating Systems, Modeling and Software Development, Digital Signal Processing, Computer Security, Cloud Computing.

Experience (Projects)

Final Project: SoundDash – Dashboard for aggregating sound events in Smart Cities.

https://github.com/Ricardo-Ceia/Smart-cities-project
This project develops a system to aggregate and visualize sound events collected from a sensor. The data is processed and presented through dashboards with charts, tables, and basic statistics.

Technologies: Node-RED (data flow orchestration), InfluxDB Cloud(time-series data storage), Grafana (data visualization), and Flask (for the developement of a web apllication).

Dojo Finder

https://github.com/Ricardo-Ceia/DojoFinder
I developed DojoFinder, a Flask-based web app for discovering local martial arts dojos. Implemented city search and “near me” results using geocoding (Nominatim/geopy), geodesic distance filtering, and TTL caching for performance. Built a premium listing flow with Stripe Checkout subscriptions and secure webhook processing to persist listings, images, and class schedules. Added user authentication, admin access, email notifications (Flask-Mail), secure password hashing (bcrypt), and environment-driven configuration (.env with python-dotenv). Backed by SQLite with CRUD for dojos and schedules, image uploads, and a simple management UI.

Technolodgies: Python, Flask, Jinja2, SQLite, Stripe, Flask-Mail, geopy, cachetools, bcrypt, python-dotenv, Nominatim, NumPy.

UpLitycs - Status Page & Uptime Monitoring Platform
https://github.com/Ricardo-Ceia/UpLitycs
I developed UpLitycs, a full-stack Go/React web application for real-time application monitoring and status page hosting. Architected a scalable backend using Go with the Chi router for REST API endpoints, implementing background workers for continuous health checks (30-second intervals) and daily SSL certificate monitoring with automatic expiry alerts. Built a secure OAuth 2.0 authentication flow with Google, session-based authorization, and role-based access control (user/admin). Integrated Stripe Checkout with secure webhook processing for multi-tier subscription management (Free/Pro/Business plans with tiered feature access and app limits). Implemented real-time incident notifications to Slack and Discord using webhook integrations, with customizable alert routing and recovery notifications.
Frontend built with React 19 and Vite, featuring a responsive multi-app dashboard with Tailwind CSS, real-time status visualization, and public embeddable uptime badges. Designed PostgreSQL schema with CRUD operations for apps, status history, integrations, and user accounts. Integrated AWS SES for email notifications, AWS S3 for custom logo uploads with plan-based restrictions, and built comprehensive REST API with public endpoints for status retrieval and response time metrics.

Technologies: Go, React, PostgreSQL, Stripe, AWS (SES/S3), Slack API, Discord Webhooks, Google OAuth, Chi Router, Vite, Tailwind CSS, Docker/Compose, Caddy.

Toy Blockchain
https://github.com/Ricardo-Ceia/toy_blockchain
Blockchain system in Go with SHA-256 hashing and linked-list architecture where each block cryptographically references the previous block's hash. Built chain validation that detects any tampering by verifying hash integrity and chain-of-custody references. Implemented block creation with automatic genesis block initialization, timestamp tracking, and file I/O for embedding data into blockchain blocks.

Technologies: Go, SHA-256 Cryptography, Linked Data Structures, Binary Encoding.

Languages

Portuguese – Native
Spanish
English