

AFONSO JORGE RAMOS

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EXPERIENCE

Software Engineer

eDreams

📅 August 2021 – Present

📍 Remote / Porto, Portugal

- Started the **decoupling of the Search Engine** from the ageing **monolith**, requiring constant refactoring, code analysis and deprecation, while maintaining a very strict API contract which is used by hundreds of clients, including Google Flights, Kayak, eDreams main website, among others, reaching around **55k requests per minute**. This required proficiency with Java and Java versions interoperability.
- Migrated missing modules to **kubernetes** on GCP cloud to enable better **scaling** and achieve **higher cost-efficiency**.
- Dynamised the new Porto office**, as part of the **Core Porto team**, to establish a good company environment, cohesion, trust and humanity, by organising gatherings, feedback sessions, empowering diversity of talent, and other team building and collaboration activities.
- Part of a joint-team effort to integrate a new API provider in eDreams.

Junior Software Engineer

Hostelworld

📅 October 2020 – July 2021

📍 Remote / Porto, Portugal

- Development** of the **Experiences Web App** in Next.JS (React Framework) and **Architectural Design** of an Elasticsearch solution adapted to it. This project was developed from the ground up in NodeJS, TypeScript, Express, and Jest.
- Partook in the development effort of the shift to **OpenID Connect** Authentication across all Hostelworld services after creating a Proof of Concept.
- Lead the development of the integration of a new API provider into our **Experiences** marketplace.

Software Engineer - Summer Internship

Hostelworld

📅 July 2019 – September 2019

📍 Porto, Portugal

- Researcher** and **Developer** of an innovative implementation of the Hostelworld's services within Google Assistant and Amazon's Alexa.
- Developer** in an agile team responsible for revamping of the Hostelworld's API with a well-planned micro-service architecture in NodeJS with TypeScript, NestJS, Jest and GraphQL with a strong emphasis on functional programming, increasing performance up to tenfold.

Software Engineer - INESC-TEC Researcher

Institute for Systems and Computer Engineering, Technology and Science

📅 September 2018 – July 2019

📍 Porto, Portugal

- Researcher** and **Developer** of a Kahoot alternative in C#, at the time, a new programming language to me, while using Google APIs and Office APIs, integrating Google Forms live responses with lightning-fast updates within Microsoft PowerPoint to be used throughout the University of Porto.
- Lead a development team**, and partook in the development, of a new CMS platform for the VCMi and Medical Research groups using Django and Wagtail in Python, creating flexibility with automated publishing, publications fetching, SEO, with a fast RESTful API, among other features requested by the client.

ACHIEVEMENTS



Vice-Chair IEEE UP

Elected as Vice Chair due to my resilience, participation and social skills.



Seasoned Workshop Lecturer

Workshops' organisation, structure and content have created a high level of popularity among students.



ACM Student Chapter Founder

Founded an ACM Chapter within our University.



Published Paper

Automatic Program Repair as Semantic Suggestions: An Empirical Study

FRAMEWORKS



LANGUAGES

Portuguese

English

Cambridge English: First (FCE), Advanced (CAE) and Proficiency (CPE) Certificates

Spanish

French

German



EDUCATION

Master in Informatics and Computing Engineering

Faculty of Engineering of the University of Porto

📅 September 2015 – September 2020 📍 Porto, Portugal

- **ERASMUS** in the *Informatics Faculty of Barcelona at Universitat Politècnica de Catalunya* embarking on a journey of self-confidence, intercultural understanding and maturity in one of the best Computer Science universities in Europe, to explore new opportunities and challenges with the help of an always moving, non-stop, city.
- Teacher at [Code Move Portugal](#), to encourage and empower children to learn and gain interest in computer science.
- Speaker at [Talk a Bit](#) 2018 and 2019, a conference with over 500 participants to talk about technological projects with a social impact.
- Invited Student to showcase some of my distinguished projects in [Engineer Profession Week](#) and [UP Showcase](#), events created by the University to showcase its best projects to High-School students.
- **CEO** at [Feeka](#), a student-led organisation created to take ownership of 4 technology consulting projects for 4 different companies. I was responsible for leading around 50 people from different backgrounds across these 4 projects that had different needs across several environments.
- In addition to the CEO position, I also held a developer position, like other CS Students, and partook in the development of an Angular component capable of communicating with a C# server capable of identifying failures in the assembly line using machine learning, achieving **turn-key integration** of [Critical Manufacturing's](#) production needs **improving** production failure detection and facilitating user interaction.

PROJECTS

- Created [parrot](#), a hassle-free, highly performant, **Discord music** bot built with **Serenity** in Rust, powered by yt-dlp.
- Joined [Spicetify's](#) core development team, a project that aims to provide a CLI to **customise Spotify's client** with custom themes and extra features on Windows, MacOS and Linux. Also provided the community with a [documentation website](#).
- Created [Discrakt](#) a **Discord Rich Presence** to share with friends what **shows/movies you are watching on any platform**.
- Created a new game development for beginners learning experience with **FEUP-8**, an all-in-one game development platform based on **TIC-80**, capable of having tutorials, exercises and automated evaluation of said exercises with fix suggestions, **interactively teaching** young children the basics of game development. The application, developed in C, communicated with the Teacher Platform, developed with PHP's Laravel as a Backend, with **hands-on experience on a narrow time-schedule** in a cooperative Agile team using unit tests, CI/CD, automation and containerisation.

STUDENT ASSOCIATIONS

Member & 2019 Vice-Chair

IEEE University of Porto & IEEE Computer Society

📅 February 2017 – 2021 📍 Porto, Portugal

- **Workshop creator and lecturer** for several topics, ranging from JavaScript, LaTeX, C++, Game Development, Java, Docker and, my last one, Golang.
- Part of the Sponsors team of [ENEI 2018 \(National Informatics Engineers Meeting\)](#), and elected Head of Sponsors in the organisation of [SYP Congress 2018](#).
- Founder and Chair of Retro Jam, a yearly retro-games development 36-hour competition, which is already on its fourth edition.
- Due to my high participation, self-confidence and initiative within IEEE University of Porto I was nominated **Vice Chair for the year of 2018/2019**, as well as **Treasurer of the Computer Society Chapter**.
- **Women in Engineering member and advocate**, to promote the presence, diversity and inclusion of Women in the technology sector in Portugal, participating in/organising several programmes and events.
- Amid COVID-19, introduced [Jupyter Notebook Remote Workshops](#), enabling attendees to learn by themselves while having all the necessary tools and content.

VOLUNTEERING

Teacher

Ensico

📅 2021 – Present 📍 Porto, Portugal

I have always had a passion to educate, and with [this initiative](#) I was able to give workshops to help primary-school students the ability to envision, design and develop simple software solutions, creating an excellent entry point into the technology world.

Teacher

Coding for Social Impact

📅 2017 – 2019 📍 Porto, Portugal

I have always had a passion to educate, and with [this initiative](#) I was able to give workshops to help primary-school students the ability to envision, design and develop simple software solutions, creating an excellent entry point into the technology world.

Teaching Professor In Jr. University

University of Porto

📅 2017 – 2019 📍 Porto, Portugal

Creator and Teacher of a new programming course at [Junior University](#) tailored to teach high-school students how to code a fully-featured 8-bit video game in one day. On subsequent years, I led the team behind the next editions, improving activities from suggestions and in-house ideas. This course is still active to this day, however I no longer help with its coordination.

FEUP Buddy

Faculty of Engineering, University of Porto

📅 2016 – 2019 📍 Porto, Portugal

[Programme](#) to welcome Erasmus students, while gathering experience in highly multicultural environments.