



André Pascoal Bento

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André Bento

PhD Student @ University of Coimbra

About André Bento is a researcher at the Centre for Informatics and Systems at the University of Coimbra. He is also a PhD student in Informatics Engineering, an invited professor and participates in the project AESOP – Autonomic Service Operation. He received his BSc degree from the Coimbra Institute of Engineering and his MSc degree from the University of Coimbra, both in Informatics Engineering. Besides studying and working, André Bento is a regular swimmer, and enjoys cycling, running and long walks in nature. As an enthusiast of distributed systems and cloud-based solutions, he is constantly looking for opportunities to improve and learn new methods and technologies.

Education

2019 - Present, University of Coimbra

PhD in Information Science and Technology

2017 - 2019, University of Coimbra

MSc in Informatics Engineering

Thesis: Observing and Controlling Performance in Microservices

2014 - 2017, Coimbra Institute of Engineering (ISEC)

BSc in Informatics Engineering

Experience

Sep 2021 - Present, Invited Professor, University of Coimbra

Teaching practical laboratory classes on distributed systems.

Sep 2019 - Present, Researcher, CISUC - Centre for Informatics and Systems (University of Coimbra)

Research methods and techniques to improve the availability and reliability of microservices using anomaly detection and root-cause analysis. Working with technologies such as Kubernetes, Terraform, Ansible, AWS, Docker, Istio, Grafana, Prometheus, Jaeger, Kiali, and others.

Sep 2018 - Jul 2019, Research Intern, CISUC - Centre for Informatics and Systems (University of Coimbra)

Researched Microservices, Observability and Performance Monitoring using Metrics, Logs and Distributed Tracing.

Feb 2017 - Jul 2017, Software Engineer Intern, WIT Software, S.A.

Developed a Mobile AR Prototype with digital filters and image manipulation features, focusing on enhanced user content creation (e.g., Selfies, Stickers, Photo Effects/Filters, Emojis and Drawing) in an exploratory Android and iOS project.

Oct 2016 - Jun 2017, Scratch Teacher Assistant, CASPAE 10

Taught problem-solving techniques using the Scratch programming language to children attending the 3rd and 4th grades of primary school.

Communication Skills

- Portuguese (native)
- English (advanced)