



Contact

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Main skills

Javascript (TypeScript, Flow)

React.js (Gatsby, Next, SPAs, Redux)

Vue.js (Vuex)

Node.js (Express, Nest.js)

GraphQL (Apollo)

PostgreSQL, MongoDB

Languages

Portuguese (Native)

English (Full professional)

Spanish (Elementary)

Certifications & Awards

Technological Innovation in the Retail Industry Winner (Bright Pixel, Sonae IM)

Pixels Camp Hackathon Winner v3.0 (Bright Pixel)

Hack for Good Award (Gulbenkien)

Javascript: Understanding the Weird Parts (Udemy)

GraphQL by Example (Udemy)

Public Speaking Course (Speak and Lead)

Digital Marketing (Google Atelier Digital)

António Pires dos Santos

Software Developer

Coimbra, Portugal

Communicative and goal driven frontend developer which enjoys working on ambitious projects with the most appropriate technology.

Experience (work experience and projects)

Software Developer at Proximus pickx.be May 2022 - Present

Proximus along-many products offers Pickx, a streaming platform that aggregates multiple content for their clients to watch. I'm currently working in a team delivering a complete revamp of this product. This includes creating a design system, and integrating new features from scratch.

Frontend Developer at Mindera

October 2019 - May 2022

Working in a large team of developers maintaining and developing features for a diverse number of applications with challenging requirements for TVG, the leading horse racing network and wagering website in the U.S.

Frontend Developer at Frontedge Digital

July 2021 - November 2021

Short-term freelance work for Sawgrass Ink, delivering features for an ecommerce marketplace where creators can post their designs on a wide range of products, customers can customize the orders, which are matched in an optimized way to producers of the Sawgrass Network.

Web Developer at UA ua.pt

February 2019 - October 2019

Working in the reformulation and over-all update of the University's portal including a complete re-design and the implementation of the most appropriate technologies. Responsible for the research and development of a visual and personalised content management service.

TubeLab tubelab.net

2013 - Present

TubeLab is my pet-project since 2013 which I turned into a SaaS.

The main goal of the web application is to track the position of a video on the search result list of Youtube. All the solutions were paid and I decided to make my solution, ends up +5K (monthly) other users also needed this.

Education

Master in Multimedia Communication (postgraduate) 2018 - 2019

University of Aveiro

The main objective of the Master's in Multimedia Communication is to reinforce the training of professionals in this area, specifically in the production of multimedia and communication tools and in the creation of digital, audiovisual materials.

Multimedia and Communication Technologies

2015 - 2018

University of Aveiro

The undergraduate program in Multimedia and Communication Technologies establishes as its main purpose the qualification of professionals in the area of information technology.