

Dinis Peixoto

PERSONAL INFORMATION

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EXPERIENCE

- **Farfetch** Braga, Portugal
 - Software Engineer* *Feb 2020 - present*
 - Junior Software Engineer* *Apr 2019 - Jan 2020*
 - Software Engineer Intern* *Sep 2018 - Mar 2019*
 - Design and development of a distributed system that enriches fashion entities based on data ingested into a knowledge graph. These enrichments are then used to improve the user experience on the platform by providing better search results and recommendations.
 - Owner of multiple initiatives to improve micro-services monitoring and resilience.
 - Improved one of the service's throughput (transactions/minute) by 500% through management of Neo4j connections/sessions, Kafka and multithreading.
 - Close work to Data Science teams on the development of Machine Learning models and pipelines.
 - **Skills obtained:** Design and conception of highly distributed systems, architectural patterns for scalability and resilience (e.g. CQRS, Event sourcing), machine-learning basics, project management and public speaking.
 - **Technologies:** C#, Python, Kafka, Cassandra, Neo4j, ELK Stack, GCP and Docker.
- **Exercism** Remote
 - Mentor* *Apr 2020 - present*
 - Exercism is an online, open-source, free coding platform that offers code practice and mentorship on 50 different programming languages.
 - Mentor on the C# and Python tracks with a 5 (out of 5) rating.
 - **Skills obtained:** Communication, problem solving, giving feedback and constant learning.
- **CoderDojo Braga** Braga, Portugal
 - Mentor and Organizer* *Jan 2015 - present*
 - CoderDojo is a global volunteer-led community of free programming clubs for young people between 7 and 17.
 - Mentor of computer science related subjects to children on monthly sessions with an average of 20 participants.
 - Organizer and coordinator of the dojo's evolution for over 3 years. Included session planning, managing over 15 other mentors and contact with multiple entities to ensure there is a place to hold the sessions.
 - **Skills obtained:** Engaged-teaching, communication, focus and self-control.
 - **Technologies:** Scratch, Python, JavaScript and Raspberry Pi.
- **CeSIUM - Center of Software Engineering students** University of Minho, Braga, Portugal
 - Vice-President* *Oct 2017 - Sep 2018*
 - Educational Dept. Deputy Director* *Oct 2016 - Sep 2017*
 - Open Source contributor* *Oct 2015 - Sep 2016*
 - CeSIUM is a student association that represents the Software Engineering students at University of Minho.
 - Co-led 5 departments (*Open Source, Educational, Communications, Image and Public Relations*) in over 50 activities throughout the year.
 - Planned, coordinated and supervised the organization of several multi-day events, some of them with students from different courses and campi.
 - Development of websites and platforms to support events with over 100 attendees - e.g. SEI, CodeWeek and Dezembro Solidário.
 - Speaker on multiple talks and workshops of tech-related subjects for students, some with over 50 participants - e.g. LaTeX, GIT, etc.
 - **Skills obtained:** Team management, organization, conflict resolution and public speaking.

EDUCATION

- **University of Minho** Braga, Portugal
Master of Engineering in Software Engineering; 17 out of 20 *Sep 2017 – Sep 2019*
 - Specialization in Distributed Systems and Applications Engineering.
 - **Skills obtained:** Large scale distributed systems, event-driven and actor based programming, software architecture, databases administration and infrastructure management.
- **University of Minho** Braga, Portugal
Bachelor of Engineering in Software Engineering; 16 out of 20 *Sep 2014 – Sep 2017*
 - **Skills obtained:** Algorithms and data structures, operating systems, databases, programming paradigms, computer architectures, distributed systems and computer graphics.

HONORS & AWARDS

- **1st place at UTK - Top Sellers @ Pixels Camp v3.0 - 2019:** The purpose of this challenge was to build an app that integrates with Utrust's Merchant API to achieve the highest amount of sales using UTK (Utrust's token). As part of a 4 element team, we built a mobile app available for both Android and iOS devices that allowed Pixels Camp participants to order food inside the venue while paying with UTK. React Native, Elixir, Gigalixir and PostgreSQL.
- **1st place at CTF Security Challenge - 2018:** Security challenge held at University of Minho during SEI '18. Reverse engineering, steganography, social engineering, brute-force and dictionary attacks.
- **3rd place at Hacktivate - 2018:** Hacktivate is a programming marathon for code lovers to create something outstanding within 24 hours. Along with 4 other elements, we built an android app to send custom notifications between Hacktivate participants. Java, Node and Firebase.
- **2nd place at Eurotux's CTF Security Challenge - 2017:** The security challenge was organized by Eurotux (company specialized in enterprise security) and took place at University of Minho during SEI '17. Cryptography, steganography and reverse engineering.

PROJECTS

- **Facebook Messenger chatbot:** Personal Assistant for Facebook Messenger with features such as setting reminders, weather forecast, trending news, sending e-mails and checking the calendar. Python, Messenger API, IBM Watson and Heroku.
- **Google Assistant - Smarthome App:** Multiple actions for Google Assistant that address some of the assistant's current issues - e.g. not being able to schedule operations on smart devices using the voice or using custom invocation statements to manage IoT devices. Actions on Google, Node.js, Python, Raspberry Pi, Serverless architecture, CQRS & ES, GCP, Firebase, Cloud storage and Heroku.
- **Forkit:** Platform to order food inside a restaurant. Its users could take advantage of a mobile app (Android and iOS devices) to avoid needless waiting queues within a particular restaurant. The platform includes integration with MB WAY (payment service) and the restaurant's billing system. Elixir, Java, React Native, Gigalixir, Heroku and PostgreSQL.
- **Invoice scanner:** Result of an 24h-hackathon between friends, whose objective was to create a system that would extract data from invoice photos (products bought, prices and supermarket) and display the extracted data in a dashboard. Tesseract OCR, ImageMagick, Ruby, ELK stack and Docker.

SKILLS

Programming languages: C#, Python, JavaScript, Java, Elixir, Erlang and C.

Technologies: .NET Core, Node.js, Kafka, Cassandra, Neo4j, ELK stack, Docker and Git.

Languages: Portuguese (native) and English (advanced).