Diogo Almeida

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diogohalmeida.github.io

ABOUT ME

I am an ambitious and passionate software engineer proficient in various technologies who relishes solving problems by crafting efficient, reliable, and maintainable solutions. Always eager to learn and grow, I am committed to staying current with the best practices and latest advancements in the ever-evolving world of technology.

EXPERIENCE

Critical Techworks | BMW Group

Software Engineer

Sep 2023 - present Porto, Portugal

- Working as a full stack software engineer on Cloud Data Hub: BMW Group's data lake platform.
 - Developed an interface for database fine-grained access control, a feature optimizing AWS storage usage and projected to save over \$1M annually in costs.
 - Enhanced the platform's data ingest feature by building new user interfaces and data pipeline infrastructure, improving user experience.
 - Built a web application to automate script execution for first-level support teams, reducing resolution time for common user issues.
- Technologies: React, Typescript, GraphQL, Node.js, Python, AWS, Terraform.

Formula Student FEUP

Driverless Department Member

 Designed and implemented the perception module of the 2023 autonomous vehicle, contributing to the team's success in winning multiple awards at Formula Student UK 2023.

Nov 2022 - Aug 2023 Porto, Portugal

• Technologies: Python, PyTorch, YOLO, ROS 2.

Electronics & Software Department Member

 Conducted research on CAN bus and embedded systems for the 2022 concept vehicle, contributing to the team's success in winning multiple awards at Formula Student UK 2022.

Jul 2021 - Oct 2022 Porto, Portugal

• Technologies: Embedded C.

EDUCATION

Master's Degree in Informatics and Computing Engineering

Faculty of Engineering of the University of Porto

2021 - 2023Porto, Portugal

• Final grade of 18/20 values.

Erasmus+ Mobility Program - Master's Degree in Artificial Inteligence University of Bologna

Sep 2022 - Feb 2023 Bologna, Italy

• Final grade of 18/20 values.

Bachelor's Degree in Informatics and Computing Engineering

Faculty of Engineering of the University of Porto

• Final grade of 17/20 values.

2018 - 2021 Porto, Portugal

PUBLICATIONS

SIT6: Indirect touch-based object manipulation for DeskVR @

• D. Almeida, D. Mendes, and R. Rodrigues, "SIT6: Indirect touch-based object manipulation for DeskVR," Computers & Graphics, vol. 117, pp. 51–60, 2023, doi: https://doi.org/10.1016/j.cag.2023.10.013.

PROJECTS

News Web App ∂

Database and Web Applications Laboratory Course

- Implementation of a news forum (similar to Reddit) for gaming.
- · Technologies: HTML, CSS, Bootstrap, Laravel, JavaScript.

Compiler for Java-- (subset of Java) ∂

Compilers Course

- Implementation of a programming language parser, along with lexical and semantic analysis.
- Technologies: Java, JavaCC, Jasmin.

Distributed Backup Service ⊘

Distributed Systems Course

- Implementation of a peer-to-peer file storage service.
- Technologies: Java, Java RMI.

SKILLS

Programming Languages

 Python, TypeScript, JavaScript, Go, Java, C#, C++, C

Databases

• MySQL, PostgreSQL, MongoDB

Technologies

• React, Node.js, GraphQL, RabbitMQ

Tools and Services

Git, Docker, AWS, Terraform

LANGUAGES

Portuguese – Native | **English** – Full Professional Proficiency - C2