NUNO ANTUNES

Cloud Engineer

@ nantunes00@gmail.com   in nuno-antunes-00   ○ dreadster3
📞 +971 ...   📍 Dubai, UAE
📞 +351 ...   📍 Lisboa, Portugal

STRENGTHS

Logical Thinking   Resilient
Inquirer   Open Minded
Quick Learner   Self-Learner
Self-Motivated
Problem Solver

SKILLS

Java   C++   Python
PHP   C#   (Java/Type)Script
Python   SQL   NoSQL
Rust   Go   Terraform
LaTex

Linux   Git   CI/CD
WebAPIs   Virtualization
Containerization
Cloud Native Computing

LANGUAGES

Portugese: Native

English: Proficient

Spanish: Beginner

REFERENCES

Inês Simão - Vision-Box
in nessimao

ABOUT ME

I'm a dedicated programmer who finds joy in coding during my spare time. I'm particularly passionate about creating new open source projects, believing in the value of collaboration and community. Mostly recently, I have been delving into CTF challenges, which sparked my interest in computer security, through platforms like Hack The Box and TryHackMe. Currently, I work as a cloud engineer, specializing in GitOps, where I collaborate with a team to provide an Azure landing zone for clients. It's an exciting role that allows me to blend my programming skills with cloud technology to deliver efficient and reliable solutions.

EXPERIENCE

Cloud Engineer | Saint-Gobain | 🌐
📅 10/2022 – On going   📍 Lisbon, PT

Involved in the development of an Azure landing zone. Mostly built around terraform modules. Also involved in **cybersecurity champion** activities.

Software Engineer | Vision-Box | 🌐
📅 08/2021 – 10/2022   📍 Lisbon, PT

Lead developer regarding any project or solution necessary to the Emirates Project.

Project Collaboration | Netcompany | 🌐
📅 4/2021 – 07/2021   📍 Remote

Developed a prototype mobile application to improve the studielink platform.

System Administration | Micro-R | 🌐
📅 12/2020 – 01/2022   📍 Remote

Responsible for taking the monthly reports for Micro-r's clients.

Website Maintenance | Zonaplus | 🌐
📅 10/2020 – On Going   📍 Remote

Responsible for rewrite and maintenance of the website.

EDUCATION

BSc Computer Science & Engineering | Delft University of Technology
📅 September 2018 – June 2023   📍 Delft, NL

International Baccalaureate | GEMS Wellington Academy
📅 September 2014 – June 2018   📍 Dubai, UAE

PROJECTS

Azure Landing Zone | Saint-Gobain

📅 10/2022 – OnGoing

The project consists in building a fully automated and configured cloud landing zone, from networking, security controls and identity, for customers to deploy their own cloud applications following many of the industry standards out of the box.

Terraform modules were used in order to automate all good practices out of the box, and fully tested using Terratest.

Served as bridge between the development team and the security team by nominated as the **cybersecurity champion**.

Tools and frameworks used in the project:
- Terraform
- Terratest
- Python
- Github + CI/CD
- Go
- Azure

Emirates | Vision-Box

📅 09/2021 – 10/2022

Took part in the development of the solution Emirates has implemented regarding all of their automated boarding gates. Solution made use of:
- Rabbit MQ
- ASP NET
- Elastic Search
- State Machines
- WSO2

Studielink Improvement Prototype | Netcompany

📅 04/2021 – 07/2021

Project consisted of creating a prototype mobile app with possible improvements to studielink.
Technologies used:
- Frontend: React Native (Javascript)
- Backend: Spring Boot (Java)
- Version Control: Gitlab + CI/CD

Mars Rover Project | TU Delf

📅 11/2020 – 02/2021

Developed a hardware simulation of a simplified Mars Rover, using VHDL.

Laser Reflection | TU Delf

📅 02/2019 – 04/2020

Java game developed using different OOP design patterns.
Developed using a scrum approach.

Ray tracing | TU Delf

📅 09/2019 – 11/2019

Developed in C++.
Raytraces any scene and generates a picture with the final result.

GoGreen | TU Delf

📅 02/2019 – 04/2019

Developed a server-client application to track CO2 emmissions.
The Application was developed in java and using a scrum approach.
Technologies used:

- Frontend: Java Swing (Java)
- Backend: Spring Boot (Java)
- Version Control: Gitlab + CI/CD

Battleship | TU Delf

📅 11/2018 – 01/2019

Developed a web application that allows 2 users to play the battleship game online.
- Frontend: HTML + JS + CSS
- Backend: NodeJS (Javascript)

PROFESSIONAL TRAINING AND CERTIFICATIONS

Certifications:
- AZ-900: Azure Fundamentals (Microsoft)

Training:
- Agile Foundations - Training
- Relationship building for buddies - Training
- Querying Data with Transact-SQL - Training
- Kubernetes (Microsoft) - Training
- ITIL - Training

ACADEMIC ACHIEVEMENTS

- Awarded 3 times in a row as the best Computer Science student.
- Participated in KHDA Hackathon, workshop given by IBM.
- Math competitions for 7 years.
- Teaching assistant at GEMS Wellington Academy.

OPEN-SOURCE CONTRIBUTIONS

Buddy | 🎧 dreadster3/buddy

A language agnostic CLI to help automate your development workflow.

Media Tools | 🎧 dreadster3/media_tools

Media CLI tool for quick media transformations

Github Dashboard | 🎧 dreadster3/github_dashboard

Dashboard for github with focus on workflow management

Python Query | 🎧 dreadster3/python-query

Similar to react-query but for python

X11 Event Callbacks | 🎧 dreadster3/x11_event_callbacks

Utility to fix background and polybar when x11 is resized in VM