

Duarte Nunes

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Summary

Software engineer, always looking for new and challenging problems to solve. Strong background in concurrent programming and kernel programming.

Currently immersed in functional and logic programming, big data architectures and distributed systems.

Experience

2012

Software Architect, Nokia Siemens Networks.

Works as a software architect on large-scale brownfield Java projects concerning the planning and management of large optical networks, focusing on their evolution towards a high-performance and concurrent implementation.

2009

Software Engineer, CCISEL.

Examples of activities:

- Lecturer at the PROMPT post-graduation;
- Consultant for Talaris, producing a Windows device driver for proprietary hardware;
- Trainer at EID during a four-week course on C++ programming for embedded systems;
- Consultant for Talaris working on the adaptation of a specialized and proprietary Win32 library for the Linux operating system.

2012
2011

Software Engineer, SAPO.

Worked as a Software Engineer on the Service Bus team, composed of 8 people, using .NET technologies. Focused on architectural aspects and features related to parallel and asynchronous programming and distributed caching.

2011
2010

Teacher Assistant of Computer and Software Engineering, ISEL.

Worked as a teacher assistant for software engineering courses, namely on the Concurrent Programming and Software Laboratory courses.

2011

Independent Contractor, Google.

In the context of the 2011 edition of Google Summer of Code, developed the project "SlimThreading on Mono" with the purpose of enhancing the threading infrastructure of the Mono open source project.

Education

2005 **BS, Computer and Software Engineering**, *Instituto Superior de Engenharia de Lisboa, Portugal.*

Thesis

title Concurrent Programming Infrastructures
description Obtained the highest grade (20/20) for the final thesis, a project on concurrent programming infrastructures, where he built a user mode scheduler based on the Windows 7 user mode scheduling API and devised techniques for user-mode blocking and seamless synchronization of user-mode threads with normal NT threads.

Skills

Disciplines Concurrent programming, kernel programming, functional programming, virtual execution environments
Programming Languages Clojure, Java, C, C++, C#, JavaScript, Ruby
Technologies JVM, .NET, Mono, Windows Research Kernel, Windows Driver Foundation, Linux, MongoDB, Datomic, X86 Virtualization

Languages

Portuguese Native or bilingual proficiency
English Native or bilingual proficiency
Spanish Professional working proficiency
German Limited working proficiency
French Limited working proficiency