Interested in software engineering, especially design and implementation of distributed systems. Ambitious and passionate by clean and structured code, logic problems in general, and intuitive modern interfaces.

Links

github github.com/frroliveira

website frroliveira.github.io

linkedin.com/in/frroliveira



advanced Java, Scala, Android, HTML, CSS, Data Structures

intermediate C#, C/C++, Python, JavaScript, AngularJS, Bash, Puppet, Algorithms

basic PHP, Perl

tools Jenkins, Git, JUnit

languages Native Portuguese, English

EXPERIENCE

HomeAway Software Engineer

Enabling growth of conversion rates using Scala.

Net-A-Porter Group Associate Developer

Nov 2015 - Feb 2017

Feb 2017 - Current

Development, maintenance and support of REST services and payment APIs using Spring and Hibernate.

Design of a ElasticSearch index. Pipeline configuration using Puppet. Prototype of a functional approach to API development with Java 8. Prototype of model-driven GraphQL implementation.

Critical Manufacturing Summer Internship

Jul - Sep 2014

WPF application in C# that deploys data from a staging system to a production one, almost ready for being sold. It used flexible and efficient Data Structures to accommodate a configurable data model, configurable behavior (through Runtime Reflection), and large amounts of data.

PROJECTS

Metamorphic Framework github.com/frroliveira/metamorphic

Mar - Jun 2015

Model-driven REST framework in Scala developed during master's dissertation. It uses an internal DSL for modeling applications that are generated with Macros. Performs better, in most cases, than common model-



driven REST frameworks (LoopBack, Sails, Django REST), using Spray and Slick.

Academic/Others 2013 - 2015

- Web application for connecting students and teachers, in Python using the Google cloud platform. It integrates with Google Sign In and the Hangouts API. gcdc2013-studies.appspot.com
- Web application for the elderly in .NET and AngularJS, requested by a company. Integrates with: Google Sign In, Google Calendar, and Google Contacts.
- SQLite parser for Java with JavaCC using TDD. It enabled improvements of the official documentation.
- 2 native Android applications that implement: local database, data synchronization, QR codes, and NFC.
- 4 cross-platform games in C++ developed with Cocos2d-X: 1 used AdMob, and 2 used a physics engine.

EDUCATION

Master in Informatics and Computer Engineering

2010 - 2015

Faculty of Engineering of the University of Porto, Portugal

grade 18,15 out of 20

thesis Exploring the Scala Macro System for Compile Time Model-Based Generation of Statically Type-Safe REST Services

ACHIEVEMENTS

INFORMATICS

- Finalist of the 'Google Cloud Developer Challenge', Google Online, 2013.
- 2nd in 'Agile Marathon for E-Commerce' (with team Agile Runners), Sonae / CiPS / FEUP, 2013.
- 9th in 'Ninja Challenge', AuditMark Online, 2013.

MATH

- 'New Talents in Mathematics' fellowship, Calouste Gulbenkian Foundation, 2011/2012.
- Winner at the 'MAT12' competition, University of Aveiro, 2008 & 2009.
- Bronze Medal at the 25th Portuguese Mathematical Olympiad, Lisbon, 2007.

OTHER

- Merit fellowship, University of Porto, 2013 & 2015. Regarding 2010/2011 & 2011/2012.
- 'Prémio Incentivo' award, University of Porto, 2012. Regarding 2010/2011.
- 'Prémio de Valor' award, Oliveira Júnior Basic and Secondary School, 2010.
- 4th at the Portuguese 'F1 in Schools' Final, Porto, 2010.