

Gabriel Candal

Curriculum Vitae

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Experience

Working

Dec 2016-* **Software Engineer**, *Feedzai*.

Working on providing near real-time machine learning through a multi-threaded, distributed and fault-tolerant system.

Technologies: Java 8 (+ Guava, Guice, JUnit, Mockito, ...), Scala, Cassandra, Zookeeper, RabbitMQ, Spark.

2015-2016 **Software Engineer**, *PLATFOME International*.

Joined as the 3rd developer a team that built a best of breed web 3D customiser, integrating it with farfetch.com, as well as its own e-commerce engine. Individually, I have:

- Contributed to all areas of our products, from the core customiser to the website's front and back-ends (including the e-commerce engine)
- Built an analytics dashboard
- Improved a platform for running and monitoring parallel image transformation tasks (with a 2-8x speedup when compared to its predecessor)

Besides doing software development, I have also gathered requirements from internal and external stakeholders and helped schedule and coordinate tasks within the technical team. Used MongoDB, Python, HTML/CSS and Javascript (jQuery).

2014-2015 **Co-Founder & Lead Developer**, *Trigonum*.

Responsible for the software development in a company focused on products for health professionals. Used HTML/CSS, PHP, jQuery and PostgreSQL.

Jul-Aug 2013 **Software Developer Intern**, *Critical Manufacturing*.

Together with a colleague developed an tool to assist developers in testing. Compared to the one previously used it ran 5x faster, besides providing information as structured XML and producing 3x smaller files. Used C++ and Solaris.

Teaching Assistant

Feb-May 2015 **Programming + Algorithm Design and Analysis**, *Faculty of Engineering of the University of Porto, FEUP*.

Sep-Nov 2014 **ProjetoFEUP**, *Faculty of Engineering of the University of Porto, FEUP*.

Skills

Basic Haskell

Pet-projects **General purpose** (Ruby), **web** (React, Redux, NodeJS, AngularJS, Ruby on Rails, PHP), **mobile** (Android)

Professionally **General purpose** (Java, Python, Scala, C/C++), **databases** (Cassandra, PostgreSQL, MongoDB), **other** (Zookeeper, Spark, RabbitMQ, Unix, git, Docker, algorithms, concurrency/multiprocessing, distributed systems, agile), **web** (Javascript, jQuery, HTML/CSS)

Education

2011-2016 **Masters in Informatics and Computing Engineering**, *Faculty of Engineering of the University of Porto, FEUP*, 17/20.

Thesis on *Exploring Visual Programming Concepts for Probabilistic Programming*.

Projects

Actor Binary Tree	Made a distributed binary tree implementation based on Akka's actors as part of Martin Odersky's MOOC on reactive programming. Scala, Akka
GlanttSupport	In collaboration with Glantt, built a call-center-like website which aggregated Facebook and Twitter feeds of a given company, as well as a custom 1-on-1 chat, and presented them as unresolved issues for the operator to solve. AngularJS, node.js
Interpreters	As a part of UW's MOOC on programming languages, built two interpreters: one for geometric expressions and the other for a MUPL (Made Up Programming Language, which was a subset of Racket which included higher-order functions). StandardML, Racket
Distributed Backup	Distributed and decentralized application that provides file backup capabilities, making use of UDP's unreliable message-passing. Java
Regex compiler	A compiler from PCRE regex to a C++/Java program which matches that regex to user input, based on a validation via DFA. Java
Beef	A betting website for football leagues. jQuery, Ruby on Rails
CoastWeather	Android app that provides a way for users to evaluate the weather at portuguese beaches with some social networking features. PHP, Python, Android
NeuralNet	An OO implementation of a feed forward backpropagation neural network. Java
Asteroids	A game which runs on top of Minix, which involved programming every devices' interface (timer, keyboard, mouse, VESA graphics). C/C++

Extra Courses and Certificates

Jun 2015	Principles of Reactive Programming , <i>Coursera</i> , EPFL.
Aug 2015	CS190.1x: Scalable Machine Learning , <i>edX</i> , BerkeleyX.
Feb 2013	CS169.1x Software as a Service I , <i>edX</i> , BerkeleyX.
Feb 2015	CS169.2x Software as a Service II , <i>edX</i> , BerkeleyX.
Dec 2014	Programming Languages , <i>Coursera</i> , University of Washington.
Mar 2015	Algorithms: Design and Analysis, Part 1 , <i>Coursera</i> , Stanford.
May 2015	Algorithms: Design and Analysis, Part 2 , <i>Coursera</i> , Stanford.
Nov 2013	Functional Programming Principles in Scala , <i>Coursera</i> , EPFL.
Dec 2014	FP101x Introduction to Functional Programming , <i>edX</i> , DelftX.
2013-*	15 other MOOCs , <i>Coursera</i> , <i>edX</i> and <i>Udacity</i> .

Other

Open-source	moviepy, budy-api, blockly-generator-csharp
Volunteer	DotA-League's Junior Admin, Codecademy, INForum 2014, Talk A Bit's 4th edition
Co-author	Next Commit
Sports	Goju-ryu karaté, football
Speaker	Pixels Camp ("Distributed Systems: zero to ?")