Henrique Vicente de Oliveira Pinto

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PORTFOLIO

https://henvic.github.io/

EDUCATION AND ACHIEVEMENTS

Universidade Federal de Pernambuco, Brazil — **Bachelor of Sciences in Computer Sciences**
EMC Academic Associate — **Cloud Infrastructure and Services**
Honors — **Brazilian Physics Olympiad (high school)**

EXPERIENCES

Liferay, Inc., Recife / Los Angeles — *Software Engineer*

MARCH 2014 – PRESENT

WeDeploy (JANUARY 2016 – PRESENT)
Working on WeDeploy, Liferay's cloud computing platform.

Creator and maintainer of the CLI tool for WeDeploy (using the Go programming language).

Experience writing complex and robust code for multiple operating systems and environments.
Supervise the implementation of the functional testing suite in *expect* and TCL.

Experience creating complex features on the CLI, such as a deploy command that uses git efficiently as a transport layer, in a configuration-agnostic manner, and a secure login system which uses a local web server to minimize user interactions reducing security risks and providing a better user experience.

Experience designing systems for gathering statistics and system diagnostics data of CLI user.

Experience with maintaining a secure software build and release architecture, relying on proven solid security practices, such as the use of SSH keys, code-signing verification, encryption of data, and protecting release servers with two-factor authentication technology (where at least one of the factor is a private key).

Experience reverse engineering the socket.io protocol and understanding Unix concepts such as sockets, tty, and streams to create a mechanism that allows users to connect to their instances on WeDeploy using its CLI tool (similar to SSH).

MARCH 2014 – PRESENT
Experience writing and adapting software libraries on multiple programming languages.

Experience setting up integration testing environments with multiple operating systems for the AlloyUI graphical toolkit, Metal.js, and Senna.js (Single-Page Application engine) projects using Karma on Continuous Integration environments, browser testing platforms, and private cloud environments.

Experience backporting JavaScript features and creating a portlet for the Liferay Portal using the AlloyUI with Single-Page Application (SPA).

Former maintainer of Node GH, a Command-Line Interface (CLI) tool for GitHub and plugins for it, such as gh-jira. Experience debugging, identifying, and solving issues on Node.js applications execution on different runtime versions (caused by the unstable Node.js API on its early-days).

Experience creating bash scripts, Makefiles, and administering servers.

Experience using static analysis tools to improve code quality overall and identify defects.

Vehikel — *Car marketplace like WebMotors (or eBay)*

2013 – 2015 (personal project)

A prototype I created for a car marketplace with a real-time search engine with faceted filters.

Powered by Linux, PHP, MySQL, nginx, thumbor (image processing middleware), memcached, Amazon EC2, Amazon S3, Node.js, Gearman, and ElasticSearch.

It has a simple, but powerful user interface with components such as maps, multiple visualization modes, edit-in-place components, photo carousel, and a basic photo editor tool.

For feeding the system with automaker and models information, I wrote a web crawler using CasperJS with PhantomJS to extract information from a few automobile industry sources.

MGR Tecnologia, Recife — *Software Engineer*

OCTOBER 2012 – July 2013

As one of the software engineers of this subscription and on-premises corporate social network SaSS, I designed new PHP server-side packages, implemented new endpoints, and refactored legacy code.

Reduced number of instructions to render pages by removing the lousy use of framework helpers loading same objects in a recursively. Removed duplicated code by reorganizing packages to accomplish code reuse and remove unreachable code.

Reduced time and space complexity of problematic SQL queries by rewriting them using proper parameterization techniques and understanding how they run to allow me to recover the desired information efficiently. For example, serializing queries instead of joining data or moving logic from the database to the application layer when appropriate.

Reduced network traffic by adopting a sane caching policy, and reducing Ajax calls. Also, I helped to introduce the culture of unit testing on the team.

Besides this, I designed and implemented a new chat component using Node.js and PHP for the backend and guided its front-end implementation.

Ogilvy & Mather, Recife — *Software Engineer (Backend)*

MARCH 2011 – DECEMBER 2011

Worked on demand as a software engineer working on the backend of several corporative websites for Fortune 500 clients of this agency.

Plifk — *A file sharing web service*

2009 – 2011 (personal project)

Plifk is a file sharing web service that lets you upload and share files on the web. Flickr inspired much of the UX (User Experience), while Twitter and Multiply inspired the API design and legal documentation (Privacy Policy and Terms of Service).

Powered by Linux, PHP, Zend Framework, SQL, memcached, Amazon Web Services (S3, EC2, RDS), and MaxMind GeoIP database. Best practices at the time, such as progressive enhancement, HTTPS support, and remote logout feature were built or employed.

LANGUAGES

1. Portuguese (native)
2. English (fluent)