João Loureiro

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Education

2011 - 2014	Instituto Superior Técnico
	Integrated Master's in Mechanical Engineering (course change)
2014 - 2019	Faculdade de Ciências da Universidade de Lisboa
	Bachelor's in Computer Science and Engineering

Professional experience

2018 - present
homeit
Backend Developer

- Responsible for the design, development, deployment, maintenance and monitoring of highly-available distributed systems, including RESTful APIs in Node.js and OAuth2 single sign-on authentication services.
- Responsible for designing database schemas, maintaining database clusters and tuning queries on MongoDB and MariaDB.
- Responsible for the management of cloud services on Google Cloud Platform, such as Kubernetes clusters, Cloud Functions and Cloud Pub/Sub.
- Responsible for building and optimizing Docker images and Kubernetes deployments, and monitoring deployed cloud services using Stackdriver, Elasticsearch and Kibana.
- Colaborated with various other teams on API specification and improvement of DevOps flows in an Agile environment.

Skills

Programming Languages	C, C++, C#, Java, Python, Go, Rust, Javascript
Databases	MySQL/MariaDB, MongoDB, Elasticsearch
Programming Tools	Git, Docker
Cloud Tools	Kubernetes, Helm, Google Cloud Platform
Backend Frameworks	Node.js
Frontend Frameworks	React, Android Native
Languages	Portuguese (native), English (C2)

About me

I am very interested in learning new things and I can understand new technologies fast.

I am able to work in a team, as well as alone. I'm a good listener, while also being able to express my ideas in a concise and clear way.

I like efficient work: I prefer to plan extensively and save resources by getting it right the first time instead of having to redo something later.

My hobbies include boardgames, video games, personal programming projects and skiing.

Notable projects

2010 - 2011 Jeremias	Quadcopter with autonomous flight. Responsible for writing its firmware and designing an ATmega-based custom PCB for mass production.
2015 - 2018 Halliday	Open source gaming tools ecosystem:

- UnScene: data streaming platform, designed to read data directly from a game's memory and broadcast the structured data to multiple viewers, complementing video streaming.
- PlayerZero: allows screen/audio/controller sharing, enabling games to be played in a browser environment by multiple people.

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