

JOÃO LOUREIRO

Lisbon, Portugal

jnloureiro93@gmail.com

+351 966553383

EDUCATION

Faculdade de Ciências da Universidade de Lisboa 2020 - 2022 (expected)
Master's in Computer Science and Engineering (specialized in Cybersecurity)

Faculdade de Ciências da Universidade de Lisboa 2014 - 2019
Bachelor's in Computer Science and Engineering

Instituto Superior Técnico 2011 - 2014
Integrated Master's in Mechanical Engineering (course change)

PROFESSIONAL EXPERIENCE

Homeit

Senior System Architect April 2020 - present

- Responsible for the design and technical decision-making regarding the back-end system's architecture.
- Designed API specifications and wrote internal technical documentation and external API documentation using OpenAPI.
- Collaborated in frontend (React) and firmware (C/C++) development projects.
- Mentored team members, promoting and ensuring code quality and the use of development best practices.
- Managed development projects using Agile methodologies.
- Responsible for managing IT equipment and internal tools, implementing and enforcing cybersecurity policies, and implementing DevOps processes.

Backend Developer June 2018 - April 2020

- Refactored the entire backend system to improve performance and greatly reduce Cloud infrastructure costs.
- Designed and developed highly-available distributed services, such as RESTful APIs, SaaS billing systems, IoT device networks, and OAuth2 single sign-on authentication services in Node.js, Python and Go.
- Responsible for designing database schemas, maintaining database clusters and tuning queries on MongoDB and MySQL/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, deploying Cloud services using CI/CD pipelines and monitoring deployments using Stackdriver and Elasticsearch.
- Developed unit/integration tests using Test-Driven Development.
- Provided technical support to customers on software and hardware products.
- Analyzed data on Short-term Rental market evolution and created models to predict which market segments to focus on.

SKILLS

Programming Languages	C, C++, C#, Java, Python, Go, Rust, Javascript, Typescript
Databases	MySQL, PostgreSQL, MongoDB, Redis, 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 love challenging projects, even if they go outside my comfort zone.

I am always interested in learning new things and can quickly assimilate new technologies.

I can easily integrate into a team or work autonomously when needed.

I'm a good listener, while also being able to express my ideas in a concise and clear way.

I am mindful of the balance between extensive planning and a fast time-to-market.

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

NOTABLE PROJECTS

Jeremias

2010 - 2011

Quadcopter with autonomous flight. Responsible for writing its firmware and designing an ATmega-based custom PCB for mass production.

Drive O'Clock

2015 - 2016

Driving lessons scheduling platform. Developed an Android application to provide automatic notifications, and met with several driving schools to promote interest.

Halliday

2015 - 2018

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 simultaneously by multiple people.

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https://jnloureiro.github.io/cv_jloureiro_en_latest.pdf

