João Loureiro

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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, GitLab CI/CD
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.