

João Conde

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EDUCATION

Faculty of Engineering of the University of Porto

MSc in Informatics and Computing Engineering (16/20)

Porto, Portugal

Sep. 2015 – July 2020

EXPERIENCE

Software Engineer

Platforme

Sep. 2020 – Present

Porto, Portugal

- Split up services into smaller ones communicating via RabbitMQ enabling horizontal scalability
- Developed an open-source PNG blending Rust crate with a public API available in Rust, WASM and Python
- **Technologies:** Rust, Python, JavaScript

Systems Research Engineer

Feedzai

Feb. 2020 – July 2020

Porto, Portugal

- Worked on my Master's Thesis entitled *Lightweight Real-time Feature Monitoring (19/20)*
- Researched and developed a lightweight method for analysis of numerical features in streaming environments and concept drift detection
- **Technologies:** Hadoop, Spark (both Java and Python APIs)

Research Engineer

Feedzai

July 2019 – Sep. 2019

Porto, Portugal

- Researched state-of-the-art open source technologies to build static websites and scrape web interfaces
- Developed a documentation tool to aggregate both high and low level documentation in one searchable interface
- **Technologies:** Ruby, ReactJS

TECHNICAL SKILLS

Languages: Rust, C++, Java, TypeScript, Python, JavaScript, C, Prolog, Elixir, PHP

Web Frameworks: ReactJS, Laravel, Phoenix, Django, Flask

Database Technologies: PostgreSQL, SQLite, MongoDB

Other Technologies: Git, Spark, Unity, Godot, RabbitMQ

PROJECTS

📄 Chip8 Emulator | *TypeScript*

- A Chip8 emulator written in TypeScript to run some classic video games or other programs on the browser

📄 Advents of Code | *Rust, C++, JavaScript, Python*

- Advent of Code is an Advent calendar of small programming puzzles
- Every year I solve these puzzles for fun and to learn a new language and/or paradigm

📄 Competitive Programming | *C++, Python, JavaScript*

- Solutions for programming contests and practice exercises from online judges

AWARDS

- **Google Hash Code 2019**, 9th national place
- **IEEEExtreme 2018**, 5th national place

EXTRACURRICULAR ACTIVITY

- ACM FEUP Student Chapter** | *Founding member of the FEUP chapter* Mar. 2020 – July 2020
- Organized multiple biweekly talks that brought together software industry professionals, professors, academic researchers and students to discuss on varying subjects (such as the pursuit of higher education)
- IEEE UP Student Branch** | *Computer Society Member* Feb. 2018 – July 2020
- Organized and lectured multiple programming languages workshops
 - Competed in IEEEExtreme 2018
- Summer University** | *Teaching Assistant* July 2019
- Taught programming fundamentals to juniors
 - Taught the juniors how to build a *Brick Breaker* clone using the Scratch programming language
- FEUP's competitive programming team** | *Team member* Oct. 2018 – July 2020
- Deepened my knowledge of algorithms and data structures
 - Competed in the Portuguese Inter-University Programming Marathon (MIUP) 2018