João Conde, *Software Engineer*

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EDUCATION

Faculty of Engineering of the University of Porto
Porto, Portugal

BSc + MSc in Informatics and Computing Engineering (GPA 16/20)
Sep. 2015 – July 2020

- Master's Thesis entitled *"Lightweight Real-time Feature Monitoring"* (19/20)
- Author of two certified USPTO patents entitled *"Automated Feature Monitoring For Data Streams"* and *"Generation Of Divergence Distributions For Automated Data Analysis"*
- Member of the competitive programming team

EXPERIENCE

Platforme
Porto, Portugal

Software Engineer II
July 2021 – Present

- Built the Single Sign-On mobile app used to access all of Platforme's mobile ecosystem.
- Built a physical retail tablet app used by store employees to help clients personalize their product. Easily customizable app to allow publishing for multiple merchants while matching their brand.
- Maintained the internal mobile design system component library for ReactNative apps.
- Built an enterprise JavaScript bus API used for communication by several micro-services (event sourcing pattern). This API supported different bus adapters (*e.g.,* Kafka).
- Built the shipping micro-service responsible for covering the shipping lifecycle of new orders (e.g., create shipments, retrieve proof of delivery, send SMS and e-mail notifications). Supports multiple couriers while syncing with Platforme systems.

Software Engineer I
Sep. 2020 – Jun. 2021

- Built a micro-service that connects Platforme's systems to brands' stores. Made use of different adapters in order to connect to different e-commerce providers (*e.g.* Shopify, Salesforce). Responsible for keeping order state synched in both systems.
- Built a platform where Twitch streamers can customize products using Platforme's 3D web customizer during live streams. Viewers react to the customization via reaction buttons and the hightest customizations could be directly purchased.
- Enabled horizontal scaling by splitting monolithic apps to micro-services communicating via RabbitMQ.
- Built an open-source PNG blending Rust crate with an API available in Rust, WebAssembly and Python.

Feedzai
Porto, Portugal

Systems Research Engineer
Feb. 2020 – July 2020

- Researched and developed a lightweight method for analysis of numerical features in streaming environments and concept drift detection which resulted in the submission and acceptance of two USPTO patents.

Research Engineer (Summer Internship)
July 2019 – Sep. 2019

- Built a tool to aggregate high and low level documentation proving to be a 4x faster way to search docs.

PROJECTS

- ⧉ **Parrot** | *Rust* - an open source Discord music bot
- ⧉ **NES Emulator** | *Rust*
- ⧉ **CHIP-8 Emulator** (browser demo) | *Rust*
- ⧉ **Heaven's Kitchen** (browser demo) | *Lua*
  - Retro-like game made in 48h for the TIC-80 fantasy console by a team of five software engineers.
  - 1st place in the 2021 Retro Jam by IEEE UP Student Branch.

TECHNICAL SKILLS

Languages: JavaScript, Python, TypeScript, Rust, Java, C++, C, Prolog
Frameworks: ReactNative, ReactJS, VueJS, Django, Flask, NodeJS
Databases: PostgreSQL, SQLite, MongoDB
Data Engineering: Spark, Kafka, RabbitMQ

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 (*e.g.,* Java, C++).

Summer University | *Teaching Assistant*
July 2019

- Taught programming fundamentals to juniors showing them how to build a *Brick Breaker* clone using Scratch.

Competitive Programming
Oct. 2018 – March 2019

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