

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 "[Lightweight Real-time Feature Monitoring](#)" (19/20)
- Member of the competitive programming team

EXPERIENCE

Platforme

Porto, Portugal

Software Engineer III

Aug. 2022 – Present

- Designed Platforme's offer to an RFP made by one of the biggest sportswear brands in the world (under NDA).
- Responsible for onboarding new software engineers and mentoring interns.
- Responsible for reviewing and merging company Pull Requests that dictate product growth direction and rate.
- Built the Single Sign-On mobile app used to access all of Platforme's mobile ecosystem.
- Added Client-Side Rendering (CSR) strategy to Platforme's configurator engine.
- Developed the mobile app used by factory workers to track and upgrade order production progress and send pictures for quality assurance processes.

Software Engineer II

Aug. 2021 – July 2022

- Built a physical retail tablet app used by store employees to help clients personalize their products. Easily customizable app to allow publishing for multiple merchants while matching their brand.
- Built an Enterprise Bus API used for communication by several micro-services (event sourcing pattern). This API supports different bus adapters (*e.g.*, Kafka, RabbitMQ).
- Built the shipping micro-service responsible for covering the shipping lifecycle of orders (*e.g.* create shipments, retrieve proof of delivery, send SMS and e-mail notifications). Supports multiple couriers while syncing with Platforme's systems.

Software Engineer I

Sep. 2020 – July 2021

- Built a service that connects Platforme's systems to online stores, making use of different adapters to connect to different e-commerce providers (*e.g.* Salesforce, Shopify). Responsible for keeping state synched in both systems.
- Built a platform where [Twitch](#) streamers can customize products using a browser-based app during live streams. Viewers react to the customization via reaction buttons and the best ones could be purchased.
- Enabled horizontal scaling by splitting a monolithic app to microservices communicating via RabbitMQ, making it on average 5x faster.
- 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 [patents](#).
- The resulting algorithm was able to detect all streaming outliers with divergence measures above the 99th percentile.


Research Engineer


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*

TECHNICAL SKILLS

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

Frameworks: ReactNative, ReactJS, VueJS, Django, Flask, NodeJS

Databases: PostgreSQL, SQLite, MongoDB

Data Engineering: Spark, Kafka, RabbitMQ

PATENTS & PUBLICATIONS

- WIPO Patent WO2022150062A1, filed July 28, 2021, and issued July 14, 2022. *“Automated feature monitoring for data streams”*
- WIPO Patent WO2022150061A1, filed July 28, 2021, and issued July 14, 2022. *“Generation of divergence distributions for automated data analysis”*
- Conde, J. (July 24, 2020). Master Thesis *“Lightweight Real-Time Feature Monitoring”*
- Conde, J., Moreira, R., Torres, J., Cardoso, P., Ferreira, H., Sampaio, M., Ascensão, J., & Bizarro, P. (July 19, 2022). *“Lightweight Automated Feature Monitoring for Data Streams”*

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 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**.
 - [IEEEExtreme 2018](#), **5th national place**.