João Conde

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EDUCATION

Faculty of Engineering of the University of Porto   Sep. 2015 – July 2020
MSc in Informatics and Computing Engineering (16/20)   *Porto, Portugal*
- Master's Thesis entitled *Lightweight Real-time Feature Monitoring (19/20)*
- Author of a paper and patent on the resulting algorithm (published soon)

TECHNICAL SKILLS

Languages: Rust, Python, Java, TypeScript, JavaScript, C++, C, Elixir, Prolog
Web Frameworks: ReactJS, VueJS, Phoenix, Django, Flask, NodeJS
Database Technologies: PostgreSQL, SQLite, MongoDB
Other: Git, Hadoop, Kafka, Spark, RabbitMQ

EXPERIENCE

Software Engineer   Sep. 2020 – Present
Platforme   *Porto, Portugal*
- Enabled horizontal scalability by splitting up monolithic services to microservices communicating via RabbitMQ
- Developed an open-source PNG blending Rust crate with a public API available in Rust, WASM and Python
- **Tech stack:** Rust, Python, JavaScript, TypeScript, RabbitMQ

Systems Research Engineer   Feb. 2020 – July 2020
Feedzai   *Porto, Portugal*
- Researched and developed a lightweight method for analysis of numerical features in streaming environments and concept drift detection
- **Tech stack:** Hadoop, Spark, Java, Python

Research Engineer   July 2019 – Sep. 2019
Feedzai   *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
- **Tech stack:** JavaScript, ReactJS

PROJECTS

VCMI Website | *Python, JavaScript, Django, Vue*
- Website for the Visual Computing & Machine Intelligence (VCMI) research group from the Institute for Systems and Computer Engineering, Technology and Science

🐙 **Multi-Agent System - Auction Simulation** | *Java*
- Multi-agent system simulating an English auction

🐙 **Social Impact Exhibit** | *JavaScript, NodeJS, ReactJS, ReactNative*
- Museum-like experience through an exhibit in U.Porto's rectory
- Mobile application for user interaction
- Web application for administrators

🐙 **Chip8 Emulator** | *TypeScript*
- A Chip8 emulator written in TypeScript running on the browser

🐙 **Advents of Code** | *Rust, C++, JavaScript, Python*
- Each year I challenge myself to learn a new language and/or paradigm by solving these puzzles (and having fun in the process)

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

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

Competitive Programming   Oct. 2018 – July 2020
- **Github repository** with my solutions for programming contests and practice exercises from online judges
- Member of FEUP's competitive programming team
- *Google Hash Code* 2019, 9th national place
- *IEEExtreme* 2018, 5th national place
- Portuguese Inter-University Programming Marathon 2018