João Conde

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

EXPERIENCE

Platforme   Porto, Portugal
Software Engineer III   *Aug. 2022 – Present*
- Responsible for reviewing and merging company-wide code changes that dictate product growth direction and rate
- Responsible for onboarding new software engineers and mentoring interns.
- Added Client-Side Rendering (CSR) strategy to Platforme's configurator engine, increasing customer conversion rate by 16% on average.
- 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 white label tablet app used by store employees to help clients personalize their products. Highly customizable to allow publishing for multiple merchants with custom plugins matching their brand.
- Built an Enterprise Bus API used for communication by several micro-services, supporting 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 5 times 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. 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 improving search speeds by 4 times.

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, 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.**
- IEEExtreme 2018, **5th national place.**

Last updated: December 8, 2022