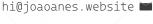
João Anes Software Engineer

Computers are hard. Let me make them slightly easier for you to deal with.

y eusier jor you to deal with

linkedin.com/in/joaoanes in github.com/joaoanes 🕟





9 years experience in product vision implementation, software engineering, client and end-user management, process refinement, technical leadership and incident response

Effective communicator, full-stack integrator, vision-focused and customer-oriented leader, with a feather touch Firm believer in strong teams that own their features

Looking for staff level, senior development or product-oriented roles.

Relevant skills

Ruby mentorship
Node.js tech. leadership
Elixir Agile (that works)
release mgmt

Docker POSIX bash Tr

POSIX bash Typescript Terraform React Kubernetes REST/gql

p observability & logs dership metrics monitoring

AWS cloud

"devops" orientation

CI & automation documentation

Project Tech Lead (currently)

20

2021

Applied Blockchain Ltd



Led project teams in implementing entirely novel solutions while adapting to market-fit. Managed product releases and headed development, while mentoring strong teams.

- Spearheaded the **development** of a live **market platform** that
- transacted \$6M USD between users, artists and marketplaces
- Architected onboarding of 5+ clients each with bespoke platform requirements and modes of operation in a scalable and maintainable way
- Supported the integration of a blockchain based solution in parallel with the development of the core platform and coordinated QA efforts

Lead Support Engineer

2019

Led engineering support team, bridging the operations, product and engineering team's focuses on handling user-level issues. Introduced automation to operation teams.

Fractal GmbH Porto, PT / Berlin, DE



- Personally handled **6+ client accounts** and informed on integration implementation, **automatic reporting** and support via text and video
- ⁻ Supported management and operations efforts via custom **dashboards** and **reports** via Metabase BI and a command line application
- Expanded testing efforts by introducing integration tests to platform, error monitoring and logging, improving system reliability

Senior Software Engineer $_{2018}$

18

Helped build security-first KYC platform, with integration via OAuth and led time-scoped feature teams. Owned system-critical identity verification platform and improved support efficiency.

Fractal GmbH Porto, PT / Berlin, DE



- Built React SPAs backed by Rails microservices deployed to AWS Fargate that scaled to 10000+ concurrent users
- Migrated existing support KYC software to integrate with newly built OAuth system, improving user flow and code maintainability forwards
- Owned Ethereum/Bitcoin/Lisk custom solution for secure airgapped transactions used by 5+ partners that transacted close to \$1M USD

Software Engineer

2016

Worked on multiple projects in areas such as VR, blockchain and education and delivered MVPs for a secure art trading platform and a mobile collectible card game.

Acqui-hired by Fractal.

Life on Mars S.A.



- Took ownership of community outreach efforts, actively participating in and sponsoring local events, in order to reach fresh talent
- Explored bleeding-edge tech such as React Native and Ethereum, turning them into delivered products after working closely with clients
- Built and deployed backends in Elixir and Node.js scaled for 1000+ concurrent users, with extensive testing coverage and contract-based

Lead Developer

2014

Mailcube S.A.



Led development team of next-gen performance and ease of use focused macOS email client with sophisticated features.

Faculty of Engineering

U. Porto

2014-2009

Masters in Informatics and Computer Engineering. Member of the university senate, increasing student-worker rights.

- Led team of interns and senior year students, frequently consulting with management regarding scope and delivery dates
- Supported outsourced design team in tech and UI implementation / platform support issues, delivering 2 user-facing websites
- Developed Cocoa-based application in **Objective-C**, focusing on implementing **pixel-perfect** design specifications for look & feel

Thank you for your time and consideration.

https://joaoanes.website