Miguel Couto de Almeida

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Education

Instituto Superior de Engenharia de Lisboa, BSc in Computer Science and Engineering   Sept 2019 – Jul 2023

Experience

Software Development Trainee, Infinera – Lisbon, Portugal   Oct 2023 – Jul 2024

Contributed to the development and maintenance of microservices based application in an Agile Scrum environment.

- Implement comprehensive testing strategies, including unit, integration, and end-to-end tests, improving overall code quality and reliability
- Develop and maintain detailed component documentation, enhancing team knowledge sharing and on-boarding processes
- Identify and resolve software bugs, increasing system stability
- Collaborate in cross-functional Agile teams

Technologies and Tools: Java, Jira, Confluence, Bitbucket

Speaker, Bitcoin Atlantis Conference – Funchal, Madeira   Mar 2024 – Mar 2024

As the Co-Founder of our Bitcoin Education Project, I had the unique opportunity to take the lead in planning and arranging an entire day of educational content for the Portuguese audience at the Bitcoin Atlantis Conference in Funchal, Madeira, in March 2024. Invited by André Loja, the Founder of FREE Madeira, I organized a comprehensive series of lectures and workshops designed to deepen understanding and practical use of Bitcoin.

Lectures included:

- Defining the Problem
- Designing the Solution
- How does Bitcoin work?
- The Bitcoin Standard

Workshops covered:

- On-Chain and Lightning Network Usage for Merchants and End Users
- Self-Custody Solutions
- Security and Privacy Concerns
- Bitcoin Inheritance Solutions

Projects

Battleships App   github.com

- Full-Stack Web and Mobile Application (Android) that allows multiple players to play the classic Battleships game online and cross-platform
- Tools Used: Kotlin, Spring Boot, React, Typescript, Android Development, Docker, Nginx, Postgres

Document Workflow Platform   github.com

- Full-Stack Web Application for document workflow that provides users a permission-based and signature-oriented platform to ease the validation, edit, and sign process of a group of documents through a chain of users.
- Tools Used: Kotlin, Spring Boot, React, Typescript, Docker, Postgres

Landmark Identification App   github.com

- Distributed system for submitting and executing cloud computing tasks, with the ability to adapt to load variations (elasticity), with the intent of processing images to detect and verify the existence of monuments or famous landmarks, using integrated services from the Google Cloud Platform, for storage, communication, and computation.
- Tools Used: Java, Cloud Functions, Pub/Sub, GCP, Compute Engine, Vision API, gRPC, Protocol Buffers, Google Maps API, Cloud Firestore

Technologies

Languages: Java/Kotlin, JavaScript/Typescript, Python, SQL

Tools: Spring, NodeJS, gRPC, Jetpack Compose, React, Bootstrap, Docker, Nginx, PostgreSQL, MongoDB, Elasticsearch, Google Cloud Platform, Firestore, Pub/Sub, Cloud Functions, Compute Engine