

Miguel França

IT & Cloud Consultant



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PROFILE

Driven Computer Scientist & Engineer with hands-on experience in cloud consulting, automation, and CI/CD pipelines, recently promoted to **Senior IT/Cloud Consultant at Kyndryl**. Skilled in **infrastructure as code** with a proven track record of delivering scalable solutions on **Azure and Google Cloud**. Passionate about personal development, automation, and enhanced productivity through the use of AI. Outside of work, I stay active playing **padel**, express creativity as a **drummer**, and grow my skills through **personal side projects and tech ventures**.

EDUCATION

M.Sc. Computer Science,
FCT NOVA - School of Science and Technology
2018 – 2023

SKILLS

- Languages: C++, Java, Python, Bash, Terraform, Ansible, Docker, Javascript, HTML, YAML
- Tools: Linux, Git, Excel, AI-assisted development
- Cloud: Google Cloud, Microsoft Azure, Kubernetes, Containers, Administrative Tasks, VMWare
- Soft skills: Conflict resolution, Adaptability, Collaborative problem solving

PROFESSIONAL EXPERIENCE

Senior IT & Cloud Consultant, Kyndryl

03/2025 – Present | Lisbon

IT & Cloud Consultant, Kyndryl

11/2023 – 03/2025 | Lisbon

- Worked on **Multi-Cloud, Hybrid Cloud, and Private Cloud solutions**, managing critical infrastructure components and administrative operations across diverse environments.
- Designed and deployed **automations with Terraform, Bash, and Python**, enabling mission-critical workflows, services, and disaster-recovery solutions.
- Collaborated directly with clients to define **infrastructure strategies and solution architectures**, ensuring alignment with business objectives.
- Implemented **RPA solutions using UiPath** to automate SAP and Windows system processes, improving efficiency and reliability while **coordinating a small technical team** to deliver high-impact results.

CERTIFICATES

- Terraform Associate ↗
- GitHub Actions ↗
- GitHub Foundations ↗
- Create and Manage Cloud Resources ↗
- Google Cloud Fundamentals: Core Infrastructure ↗
- Perform Foundational Infrastructure Tasks in Google Cloud ↗
- Google Cloud Big Data and Machine Learning Fundamentals ↗
- Perform Foundational Data, ML, and AI Tasks in Google Cloud ↗
- Google Cloud Digital Leader ↗
- Microsoft Azure AI Fundamentals ↗
- Microsoft Azure Data Fundamentals ↗
- AWS Certified Cloud Practitioner ↗
- First Certificate in English

PROGRAMMING PROJECTS

Calefficient, Time Tracking App

- Calefficient is an intelligent time tracking app that automatically monitors activities to help tracking tasks and being more productive. The app uses smart algorithms to detect when a certain task or activity is being done, automatically starts timers, and seamlessly integrates with Android and Google Calendar to create professional time logs and statistics that can be used for productivity analysis.
- Flutter-based and with Firebase authentication, Google Calendar API integrations, and real-time data synchronization.
- Advanced Android System integrations: native Kotlin foreground services, accessibility services, app usage monitoring, voice interaction, location and notification services.

VolunTier, Solidarity App

Demo ↗

- Worked on a team of 5 to develop and deploy an android / web app and a back-office using Google Cloud's App Engine, Android Studio
- I learned about app design, backend architecture, team management, full-stack development, and the software development cycle.
- Over 70 different endpoints for all the functionalities and handling requests of 100+ students at the same time.
- Users can login, receive notifications by email, share and join solidarity events, create events and routes of events that are displayed in an embedded Google Maps.

Mobile Automation App

- Developed and deployed a platform for android phones task automation and remote management.
- Overcame challenges by starting from scratch, learning new technologies in cloud services, and venturing into Android app development.
- Used Google Cloud App Engine and Memcache
- Created an android application developed in Java that clicks on specific points on the screen using screen pixel analysis
- Scheduling for when to perform actions
- Created a website with secure access that can request live video from the android phone and send remote requests for a diversity of actions, using Javascript and Webflow
- Support for multiple phones and statistics on the website

AWARDS

Hachathon at FCT NOVA, 6th place and an honorable mention, N.Inf FCT NOVA

2019

Trained an AI model that successfully controls a virtual car using drift physics on a user-created track. Additionally, developed a local multiplayer game utilizing the core features of the car and track. Technologies used: C++, SFML.

LANGUAGES

Portuguese | English