

_bio

Hello! I'm Vasco, a software engineer from Portugal, currently based in the Netherlands. I thrive on solving technical challenges, continuously learning, and exploring new technologies. Coding is my passion, and I enjoy opportunities that combine creativity, problem-solving, and innovation.

Outside of work, I love playing sports like badminton, football and basketball, exploring nature through hiking, and learning about different cultures through travel and food. At home, I enjoy experimenting with new hobbies and sharing cozy moments with my wife and our cuddly tabby cat.

_work xp

role
Software Engineer

where
Bloom & Wild Group

timeline
September 2021 → today

Currently part of the production and procurement team, where I design and develop internal services to streamline warehouse operations. Collaborating with a small, highly skilled team, I help manage up to 12 services and take ownership of two key projects, guiding their direction to align with business objectives and the team's technical goals.

I create end-to-end solutions by integrating Python-based backends (Django, FastAPI) with React UIs, delivering efficient and user-focused applications. I also mentor teammates, fostering collaboration and skill development within the team.

Python Django FastAPI PostgreSQL Typescript React Docker GCP

role
Backend Developer

where
Media.Monks

timeline
January 2020 → September 2021

Focused exclusively on backend development using Python, working on a variety of projects ranging from small-scale initiatives to highly complex systems. Primarily utilized Django and Flask, with some contributions in FastAPI. Key projects included:

_Tokyo Olympics Broadcasting Platform: Contributed to video thumbnail generation, mobile push notification logic, and other supporting features, in a platform that ended up being access by millions of users during the olympic games.

_Google Landing Page Generator: Developed a tool to dynamically generate landing pages for showcasing Google's products, adhering to their styling guides and integrating with their internal CMS for content management.

Python Django FastAPI Flask PostgreSQL Redis RabbitMQ Kafka Docker GCP ffmpeg

role
Full Stack Developer

where
Eurotrol B.V.

timeline
March 2018 → December 2019

Worked primarily with Django and jQuery to develop the new company website, including a webshop integrated with Stripe for payment processing. This platform also laid the groundwork for a digital solution enabling clinics, hospitals, and laboratories to share and manage results using the company's products, modernizing quality control processes and expanding their global reach.

Python Django PostgreSQL HTML CSS Javascript jQuery Docker stripe SDK

_work xp

role
Full Stack Developer

where
Freelancing (several clients)

timeline
2011 → March 2018

Worked on a variety of projects for small businesses, delivering tailored web solutions to meet their unique needs, including:
_A web app with a management control area for a local gym. The app not only listed available services and classes but also allowed trainers to customize the variety of classes scheduled throughout the month. Additionally, it enabled them to monitor which users signed up for each class.

_Developed several product catalog-style websites for a construction company, a furniture business, an electrical appliance company, and a few others. While most of these projects are no longer online due to their age, one exception is the website for Ibercell, a company specializing in batteries, CDs, DVDs, and other consumables.

This work provided me with early experience in end-to-end project development, from gathering requirements to deploying and maintaining functional, user-friendly websites.

PHP

mySQL

HTML

CSS

Javascript

jQuery

Docker

_studies

location
University of Minho
Braga, Portugal

timeline
2007 → 2017

bachelor
Software Engineering

masters
Intelligent Systems + Computer Graphics

Thesis: Applying Gamification to e-Government

Developed a geolocation mobile game enabling direct citizen-to-city hall communication. Citizens could report urban issues through gameplay focused on the city's points of interest.

Group Project: Aphelion

Designed an augmented reality multiplayer mobile shooter. My responsibilities included leading the team, managing database design and administration, implementing backend and frontend systems, and conceptualizing gameplay, lore, and design. These efforts culminated in an immersive and competitive gaming experience that blended strategic and real-time augmented reality elements.

Smart Walker

Created a support system for a smart walker to assist patients with mobility impairments. This project was a collaboration between the university and Braga's hospital.

Finding my way

After a period of uncertainty, I discovered my passion for web development during university while building a website to modernize my parents' business. This hands-on project connected my studies with the creative and technical work I loved, and from that point, I focused my studies on technology and design, eventually completing my degree with renewed purpose.