


Nelson Lopes da Silva

Mobile Software Engineer

 [nflsilva](#)
 nelsonflsilva@gmail.com
 [nflsilva](#)
 +(351) 935-472-394
 Portugal

Work Experience

OutSystems

Mobile Software Engineer

May 2021 - present (2 years and 5 months)

Lisbon, Portugal

- Develops and maintains Cordova plugins that support OutSystems mobile applications
- Participates in the complete development process: design, implementation, testing, release, and maintenance
- Develops for Android, utilizing Kotlin and Java for legacy code
- Develops for iOS utilizing Swift
- Develops for the OutSystems platform using JavaScript
- Reviews code through pull requests on the GitHub platform
- Automates builds and testing using Azure DevOps pipelines
- Reduces technical debt by solving bugs and refactoring code
- Raises code quality using UnitTesting and advocating for good architecture design

REN

Software Engineer

September 2015 - May 2021 (5 years and 9 months)

Lisbon, Portugal

- Was a member of a small engineering team, developing software projects targeting internal and public stakeholders
- Was deeply involved in the development of web applications
- Worked with external UX/UI teams to implement rich user interfaces for multiple iPhone apps, using the collaboration tool [Zeplin.io](#)
- Played a critical role in the development of [REN - Energy](#) (2017), the flagship app of REN company, implementing backend server integration, displaying charts and transition animations
- Solo-developed the iOS versions of 2 apps: (1) [REN - Box](#) (2018), an internal tool to manage files on the enterprise cloud and local device, and (2) [REN - Investors](#) (2021), an app aiming to communicate financial information to investors of all levels. These projects required knowledge of back-end integration, UI charts, file management, efficient algorithms, push notifications, analytics (Google Analytics), and UI implementation (iOS storyboards)
- Published and maintained apps in Apple App Store and Google Play Store
- Acted as Product Owner: collected stakeholder feedback, planned sprints, created and refined user stories, and prepared sprint reviews
- Understood company infrastructure and helped solve integration problems between different systems

Education

Master's degree

Computer Science and Engineering

Instituto Superior Técnico

2013 - 2016

Thesis: *Parallel Implementation of Data Balancing Algorithms*

Specialized in Distributed Systems and Embedded Systems

Bachelor's degree

Computer Science and Engineering

Instituto Superior Técnico

2010 - 2013

Professional skills

iOS development

Android development

Web development

Swift, CoreData, Storyboards, Alamofire, RestKit, Charts, Pushwoosh

Kotlin, Java, Gradle, Room, Firebase Cloud Messaging

ASP.NET, .NET Core, .NET MVC, C, CSS, HTML, JavaScript

Personal projects skills

Python	My language of choice for quick prototyping and experimentation
C/C++	Mainly for microcontroller, emulation and game engine projects
LWJGL, GLFW, OpenGL	I'm a big fan of game / engine development
Docker / Portainer	Create Dockerfiles and manage my self-hosted services at home
SwiftUI	Currently learning the alternative to UIKit Storyboards

Personal interests

Mobile Development
Computer Graphics
Game / Engine Development
Emulation
Micro-controller programming
Agile Development Methodologies
Software Engineering
Parallel Computing
Computer Algorithms