Pedro Alexandre Parreira Primor

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About me

Software engineer at PageProof, leading the development of cross-platform integrations for Canva, Microsoft Office, Adobe Creative Suite, and Final Cut Pro. Skilled in React, TypeScript, and Swift, providing robust, high-performance tools that seamlessly connect creative professionals' workflows in web, mobile, and desktop environments.

Over the course of my career, I have built a diverse portfolio of integrations and applications, from mobile-friendly web experiences to workflow extensions for industry-leading platforms. I thrive in translating complex requirements into elegant and maintainable solutions that improve efficiency, usability, and the value the product delivers.

Work experience

Software Engineer   Mar. 2023 – Present
PageProof   *Remote*

- Developed an OAuth 2.0 (RFC 6749) Authorization Server with support for OpenID Connect (OIDC) to be used across the company's integrations;
- Developed the Canva App for PageProof using React, TypeScript, and the Canva Apps SDK;
- Implemented the Microsoft Office taskpane add-in using React, TypeScript, and Office.js;
- Led the development of the Final Cut Pro workflow extension for PageProof using Swift and SwiftUI;
- Built and maintained PageProof's cross-platform UXP plug-in integrations for Adobe Photoshop and InDesign, streamlining designers' workflows and ensuring seamless integration with PageProof;
- Worked on enhancing the PageProof web app, focusing on improving the mobile user experience.

Operations Research Analyst   Jan. 2022 – Sep. 2022
CTT – Correios de Portugal, S.A.   *Lisbon, Portugal*

- Operations research and data analytics project;
- Had the main goal of optimizing the last-mile delivery step of the postal distribution process;
- Explored how to model and solve a vehicle routing problem adapted to the postal sector, in general, and the company, in particular;
- Provided meaningful insight and visualizations regarding routing solutions with Tableau.

Front-end Developer Intern   Apr. 2020 – Jul. 2020
Altitude Software   *Lisbon, Portugal*

- Developed React components to replace existing ASP.NET components in a contact centers management platform;

Education

NOVA University Lisbon   Sep. 2020 – Dec. 2022
Master of Science in Computer Science   *Lisbon, Portugal*

Relevant coursework:

Artificial Intelligence

Data Modelling

- Compared relational vs. graph DB models for U.S. domestic flights dataset for a research project.

Information Retrieval

- Implemented a search-based conversation framework using word2vec, BERT, and T5 for query rewriting.

Machine Learning

- Compared Naive Bayes and Support Vector Machine classifiers to detect forged banknote-like specimens, and applied feature extraction, selection, and clustering techniques to classify bacterial cells.

Technische Universität Dresden   Apr. 2021 – Oct. 2021
Erasmus+ Programme Mobility   *Dresden, Germany*

NOVA University Lisbon   Sep. 2017 – Sep. 2020

Bachelor of Science in Computer Science   *Lisbon, Portugal*

RELEVANT COURSEWORK:

Algorithms and Data Structures

Object-Oriented Programming

Sensors and Image Processing

- Built a traffic sign recognition framework for classifying and extracting information from images containing Portuguese traffic signs.

PERSONAL PROJECTS

My Spelling Game | *Unity, C#, SQLite*   Jul. 2018 – Nov. 2018

- Developed and published a 2D mobile game for Android/iOS along with a graphic designer;
- Reached 1.5K installs in the first year;

LANGUAGES

Portuguese: Native proficiency
English: Full professional proficiency