Pedro Alexandre Parreira Primor

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ABOUT ME

Software Engineer at PageProof, specializing in the design and development of cross-platform integrations for tools such as Canva, Microsoft Office, Adobe Creative Suite, and Final Cut Pro. Experienced in **React, Type-Script, Swift, and Electron**, delivering user-focused, high-performance solutions in web, desktop and mobile environments.

I build robust integrations and workflow extensions that connect creative ecosystems and enhance productivity. My work bridges complex technical requirements with intuitive design, resulting in scalable, maintainable solutions that improve efficiency, usability, and product value.

WORK EXPERIENCE

Software Engineer   Mar. 2023 – Present

PageProof   *Remote*

- Enhanced cross-platform desktop application functionalities using **Electron** and **Node.js**, improving integration scalability and feature parity across operating systems.
- Developed a company-wide **OAuth 2.0** (RFC 6749) Authorization Server with **OpenID Connect (OIDC)** support, standardizing authentication across PageProof integrations.
- Built the **Canva App for PageProof** using React, TypeScript, and the Canva Apps SDK, enabling seamless review workflows within Canva.
- Implemented the **Microsoft Office taskpane add-in** with React, TypeScript, and Office.js to integrate PageProof's functionality directly into the Office ecosystem.
- Led the development of the **Final Cut Pro workflow extension** using Swift and SwiftUI, improving review efficiency for video editing teams.
- Built and maintained PageProof's cross-platform **UXP plug-in integrations** for Adobe Photoshop and InDesign, streamlining creative workflows and ensuring seamless integration with PageProof.
- Contributed to enhancing the **PageProof web app**, with a focus on optimizing the mobile user experience and UI responsiveness.

Operations Research Analyst   Jan. 2022 – Sep. 2022

CTT – Correios de Portugal, S.A.   *Lisbon, Portugal*

- Led an operations research and data analytics project focused on optimizing the **last-mile delivery process** within the postal distribution network.
- Modeled and solved a **vehicle routing problem (VRP)** tailored to postal delivery constraints, improving route efficiency and resource allocation.
- Developed **data visualizations and insights** in Tableau to support decision-making and operational planning.

Front-end Developer Intern   Apr. 2020 – Jul. 2020

Altitude Software   *Lisbon, Portugal*

- Rebuilt legacy ASP.NET components using **React**, modernizing the user interface of a contact center management platform and improving maintainability.

EDUCATION

NOVA University Lisbon   Sep. 2020 – Dec. 2022

Master of Science in Computer Science   *Lisbon, Portugal*

RELEVANT COURSEWORK:

- **Artificial Intelligence** — studied fundamental AI concepts and techniques for intelligent systems.
- **Data Modelling** — compared relational and graph database models using the U.S. domestic flights dataset in a research project.
- **Information Retrieval** — implemented a search-based conversation framework leveraging **word2vec**, **BERT**, and **T5** for query rewriting.
- **Machine Learning** — compared **Naive Bayes** and **SVM** classifiers for anomaly detection and applied feature extraction, selection, and clustering for bacterial cell classification.

Technische Universität Dresden   Apr. 2021 – Oct. 2021

Erasmus+ Programme Mobility in Computer Science   *Dresden, Germany*

NOVA University Lisbon   Sep. 2017 – Sep. 2020

Bachelor of Science in Computer Science   *Lisbon, Portugal*

RELEVANT COURSEWORK:

- **Algorithms and Data Structures** — explored algorithmic efficiency and data representation for computational problem-solving.
- **Object-Oriented Programming** — applied OOP principles to build modular, maintainable software systems.
- **Sensors and Image Processing** — developed a traffic sign recognition framework for classifying and extracting data from Portuguese road sign imagery.

PERSONAL PROJECTS

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

- Co-developed and published a 2D mobile game for Android and iOS using Unity and C#, in collaboration with a graphic designer; achieved over **1.5K installs** within the first year.

LANGUAGES

Portuguese: Native proficiency
English: Full professional proficiency