Rúben Aguiar

Porto, Portugal

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Problem solver at heart. Passionate about good solutions and good people. Undertook a spiritual journey for the last year and a half, traveling the world and developing projects and ideas in the personal, software and musical realms.

Previous Employment

Smarkets   **London**
Software Engineer   *October 2014–February 2017*

Main responsibilities were to maintain, improve and extend the Backend of a peer to peer betting exchange handling several thousand concurrent Websocket connections and requests per second. Resilience, throughput and sub millisecond latency were main focuses, which resulted in a major refactor towards a no single point of failure architecture. Frontend, DevOps and SysAdmin tasks executed when necessary. Worked on a small sized team, which over time developed into a multi-team flat hierarchy. Highly invested in company culture through recruitment, team building activities and assuming responsibility for the study and rework of several company-wide policies and guidelines. Main technologies used include Erlang, Python, Kafka, React, PostgreSQL.

FEUP   **Porto**
Informatics Division for the Students' Union   *2009–2011*

Among other activities, lecturer and organizer of Android, Unity and several other workshops.

AKI   **V. N. de Gaia**
Barista - Part-time   *2010-2014*

Performed several tasks ranging from Costumer Service to Cashier.

Education

Faculty of Engineering of the University of Porto   **Porto**
Master in Informatics and Computation Engineering , Grade – 16/20   *2009–2014*

Master Thesis: *Modelling Player's Emotional Reactions in Digital Games Via Physiological Input*

Description: This thesis explored the usage of biofeedback data to predict players' affective reaction. These predictive models were then used to aid game developers achieving optimal gameplay experiences.

Awards: Full Paper approved at: *Iberian Conference on Information Systems and Technologies* (CISTI 2014), *International Conference on Intelligent Agent Technology* (IAT 2014) and the *Tenth Annual Conference on Artificial Intelligence and Interactive Digital Entertainment* (AIIDE'14).

Technical skills

o **Advanced:** Erlang, Python, JavaScript, Linux, SQL, Kafka, Git, AWS, RabbitMQ, Cassandra, Selenium

o **Intermediate:** Elixir, Unity, Ethereum, Docker, Kubernets, C/C++/C#, Java, InfluxDB, Android