Ricardo Ribeiro

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Hi, my name is Ricardo, I'm a generalist programmer if it needs to be done I'm up for the challenge. I'm able to learn quickly, navigate complex code bases and try to simplify it.

Interests: systems prog, performance, tooling, DOD, everything real-time 3D, C, GPU, SIMD...

TECHNICAL SKILLS

Languages: C, C++, Python, Go, Java, SQL (Postgres), OpenGL, Google Test

Frameworks: Spring, Apache Airflow

Developer Tools: Linux, Git, Docker, Kubernetes, Ansible, Bazel

EXPERIENCE

Software Engineer - Autonomous Driving Features

Jan. 2024-Now

Porto, Portugal

CriticalTech Works (BMW)

- Implemented Map features for autonomous driving
- Lead architecture of newly safety module for AD functions
- Tech: C, C++, Python, Docker, GTest, Bazel

Software Engineer - Autonomous Driving Lateral Features

Lisbon, Portugal

Mar. 2023 - Dec.2023

CriticalTech Works (BMW)

- Helped develop Active Lane Guiding feature for level 2+ systems
- Created solution for running the Testing Framework locally with knowledge for my prior project
- Assisted in the creation of tools for trace analysis of drives, enabling a faster iteration for developers
- Tech: C, C++, Python, Docker, GTest, Bazel

Software Engineer - Autonomous Driving Testing Framework and Service Feb. 2022 - Mar. 2023 CriticalTechWorks (BMW) Porto, Portugal

- Helping build reprocessing platform for Autonomous Driving for BMW
- Implemented a new feature for managing issues on car logging sessions to save all developers' testing time
- Worked on a Postgres mirror from MaprDB using Foreign Data Wrappers, improve logging on an open-source postgres extension in C. Introduced static type checking improving Python Airflow code quality
- Tech: Java Spring Backend, C++ Automotive (CAN, ETH, FlexRay...), Python, Apache Airflow, Ansible, Helm, Openshift, Zull CI, Docker, PostgreSQL, MaprDB, Grafana, Prometheus

Software Engineer Intern

Feb. 2020 – June 2020

 $Faro\ Technologies$

Porto, Portugal

- Designed system from scratch for a back office web app to manage product life cycle of desktop apps
- Developed frontend, backend and database modeling
- Tech: React (Typescript), .NET Core, EF Core, Docker

PROJECTS

3D Engine | C++, OpenGL

- 3D engine capable of doing basic rendering, framebuffers, lighting
- OBJ loading using tinyobjloader
- Custom arena allocator and math library
- Using ImGui, Cmake, GLFW

EDUCATION / CERTIFICATES

Machine Learning Specialization

July 2022

Coursera

Bachelor of Informatics Engineering

Instituto Superior de Engenharia do Porto

Sep. 2017 – Feb 2021

Porto, Portugal

IELTS Certificate

June 2021

British Council

Porto, Portugal