

Rui Teixeira

SOFTWARE ENGINEER · FULL-STACK DEVELOPER

Porto, Portugal

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"Gladiator in harena capit consilium."

Education

Faculdade de Engenharia da Universidade do Porto

Porto, Portugal

MASTER IN INFORMATICS AND COMPUTING ENGINEERING

2003 - 2011

- Founding member of Nlafeup
- AI researcher for LIACC - Won [AI] RoboCup - Mixed Reality League 2007
- Worked as Researcher in INEGI Porto integrating mathematical models developed in Maple and C with a PHP HTML web interface for modeling adhesive joints.
- Published NeatSqueak on wheels: Neural networks applied to movement optimization
- Masters' Dissertation: Constructing Taxonomies from Portuguese News Articles Topic Distillation

Skills

Software Engineering	Clean Architectures, Cloud Based Systems, Concurrent Programming
DevOps	Gitlab/CI, Docker, *nix, Shell-Script, Percy.io, Vagrant, Ansible, Terraform
Back-end	gevent, Gin, Django, REST API
Front-end	ReactJs, Typescript, MaterialUI, Hugo, HTML5, CSS3
Programming	Python, Go, Node.js, Vim, C, JAVA, LaTeX
Languages	Portuguese, English

Experience

Aeler Technologies Sa

UPTEC, Porto, Portugal (Remote)

SENIOR FULL-STACK CONSULTANT

Dec. 2019 - Present

- Building cutting-edge cloud based logistic solutions for the container shipping industry.
- Was responsible for: Developing features and Designing architectures as part of Cloud Software Team.
- Provisioned and Managed on-premise development and production environments utilizing gitlab, docker, linux servers and AWS environments.
- Built fully automated CI/CD pipelines on GitLab-CI for containerized applications using Docker.
- Designed versatile distribute architectures that could scale with project demands and client requirements.
- Implemented TypeScript+NodeJs fullstack applications.
- Explored Kubernetes based API-Gateway software solutions for the whole software production stack: Design, Deploy, Maintenance/Monitoring

Digital Microscopy Applications - IPATIMUP

I3S, Porto, Portugal

SOFTWARE TEAM LEAD

Nov. 2017 - Dec. 2019

- Building a suite of real-time collaborative tools and services, developing a digital microscopy and information systems platform, to aid in the diagnosis of Oncologic Pathologies.
- Was responsible for: a team of 6 developers; designing features and architecture; approving specifications and code.
- Provisioned and Managed on-premise development and production environments utilizing gitlab, docker, and several linux servers.
- Built fully automated CI/CD pipelines on GitLab-CI for containerized applications using Docker.
- Designed several client-server architecture applications and pipelines around Digital Microscopy Services.
- Implemented ReactJS+TypeScript applications alongside with Go and Python backends.
- Deployed a centralized monitoring environment (NetData, Prometheus, Grafana) which gather system metrics as well as docker run-time metrics.

Opsview

Reading, England

PYTHON DEVELOPER

Sep. 2015 - Feb. 2017

- Building a high-concurrency, distributed server monitoring engine.
- Implemented Python components in messaged based, fully scalable, architecture.
- Built Vagrant+Ansible pipeline to provision virtual machines for the development teams.
- Migrated specifications and business logic from the previous codebase (perl) to Python.
- Was responsible for code-reviewing junior coworkers Python code and for helping them transitions skills from Perl to Python.

BEEVERYCREATIVE - 3D Printing

Aveiro, Portugal

SOFTWARE TEAM LEAD

Jun. 2013 - Jul. 2015

- Was promoted to department lead retaining all previous tasks/responsibilities.
- Was responsible for: a team of 3 developers and several contractors; designing features and architecture; approving specifications and code.
- Was responsible for writing job specifications and interviewing applicants for the software team.
- Was responsible for coordinating releases with marketing and product development.

BEEVERYCREATIVE - 3D Printing

Aveiro, Portugal

SOFTWARE ENGINEER

May. 2012 - May. 2013

- Developed open-source java based 3D printing applications.
- Developed open-source 3D printing firmware.
- Built a hardware&software testing apparatus for QA small scale 3Dprinter manufacture.
- Developed methodology and software testing tools for mechanics and design teams.
- Worked on product design, product development, and QA processes.

Projects

Criteria Marathon Lda

Porto, Portugal

CO-FOUNDER, SOFTWARE ENGINEER

Nov. 2017 - Present

- Business Manager
- Gained expertise in public tendering for the Portuguese medical IT sector.
- Developed products with a focus on digital microscopy technology.

Wasptech Lda

Porto, Portugal

CO-FOUNDER, SOFTWARE ENGINEER

Mar. 2018 - PRESENT

- Business Manager
- Gained expertise in open-source Unmanned Aerial Vehicle architectures and frameworks.
- Developed long-range winged drone prototype.

Presentation

Web Summit 2019

Lisbon, Portugal

PRESENTER FOR CRITERIA MARATHON: A NEW WAY TO INTERACT WITH DIGITAL SLIDES

Nov 2019

- Introduced my company (Criteria Marathon) to investors and clients and pitched our solution in Whole-Slide Imaging

porto.codes Meetup Group

Porto, Portugal

PRESENTER FOR PORTO.CODES : BACK FROM THE FUTURE OF COMPUTING.

Jul. 2019

- Introduced the Future of Computing Summer School to the porto.codes community.
- Talked about my experience attending the FoC2019 and past experiences with the Data Science Portugal Community.

Make or Break 2017

Porto, Portugal

PRESENTER FOR MAKE OR BREAK: INTRODUCTION TO 3D PRINTING AND PARAMETRIC DESIGN.

Sep. 2017

- Introduction to the essentials of 3D printing and parametric design.
- Conducted a workshop on 3D design and printed some samples.

porto.codes Meetup Group

Porto, Portugal

PRESENTER FOR PORTO.CODES : CONCURRENT PYTHON MADE (NEAR) PAINLESS USING GEVENT.

Jul. 2017

- Introduced principle of concurrency in the python language.
- Performed a live-coding session demonstrating python co-routine techniques using gevent.