

Summary

With a background in large-scale streaming at Sky and Peacock, I transitioned into the startup world, where structured engineering meets fast-paced, unpredictable problem-solving. I excel in hands-on coding across the full tech stack—whether it's frontend (React), backend (Python, PostgreSQL, LLM integrations), or infrastructure (Kubernetes). Beyond code, I have a strong product sense, quickly sketching low-fidelity concepts and translating them into high-fidelity Figma designs when needed. I love tackling hard problems, shipping solutions, and making tech that actually works.

Work History

Senior Product Engineer, Rely.io, Remote

MAY 2023 - PRESENT

Rely.io Engineering intelligence IDP with Al-powered insights. as a **Senior Product Engineer** – A hands-on full-stack generalist who delivers results. Led the frontend team, built and owned a BFF service in Express/Node.js from scratch, contributed to core backend services, and designed and deployed Al-driven experiences—driving full-stack solutions from product conception to scalable deployment.

- Led the **frontend team**, driving the development of scalable and high-performance web applications.
- Acted as a full-stack engineer, contributing across the tech stack from backend APIs to frontend UI/UX.
- Owned product conception from lo-fi wireframes to hi-fi designs, ensuring a seamless user experience.
- Proposed and led the implementation and deployment of Al-powered services, integrating them into the product.
- Established and maintained CI/CD pipelines, improving deployment efficiency and system reliability.
- As an **AI Engineer**, designed, built, and deployed **AI-driven user experiences**, enhancing product capabilities.

Senior Software Engineer, Sky, Lisbon

SEPTEMBER 2021 - MAY 2023

As a Senior Software Engineer specializing in video player technology and embedded systems for platforms like set-top boxes and game consoles, I lead architectural initiatives and design robust solutions in JavaScript/TypeScript. My expertise lies in

- Specialization in Video Player Technology and Embedded Systems and WebGL client apps: Proficient in the development and optimization of software for a diverse range of platforms including set-top boxes and game consoles, ensuring high performance and user-centric functionality.
- Architectural Leadership: Act as the primary driver of architectural initiatives
 across multiple teams, leading the charge in identifying, planning, and
 implementing effective solutions that align with both technical and business
 objectives.
- Expertise in JavaScript/TypeScript Projects: Skilled in designing and building robust solutions using JavaScript and TypeScript, with a focus on scalability, maintainability, and cross-platform compatibility.

Details

Lisbon

Portugal

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Links

<u>GitHub</u>

Website

LinkedIn

Skills

Javascript/Typescript/React

NodeJS/Express

Python/FastAPI

Docker/Kubernetes/Helm

Terraform

Linux

PostgresSQL/MySQL/MongoDB

Prompt Engineering

Langchain/LangGraph

Figma/Excalidraw

- Problem-Solving and Innovation: Continuously engage in problem-solving, contributing to the advancement of technology within the company.
 Instrumental in introducing innovative approaches and techniques to improve product quality and team efficiency.
- Collaboration and Mentorship: Collaborate with cross-functional teams to achieve project goals, and mentor junior engineers, fostering a culture of technical excellence and continuous learning.

Frontend Developer, Sky, Lisbon

FEBRUARY 2020 - SEPTEMBER 2021

PeacockTV - Amazing streaming platform available in the USA and Skyshowtime in Europe where the users can watch movies, tv shows, and live sports events or news. Some of my responsibilities were:

- Collaborating with stakeholders: during development processes to confirm
 creative proposals and design best practices, beginning of conception of feature
 up to public showcasing of working feature.
- Improving performance: improved performance of app by up to 30% while
 measuring app performance with New Relic and Google Lighthouse core web
 vitals and Identifying key points in code where performance can be optimized
 (Optimize Bundle Size, Parallelize network requests, dynamic importing, lazy
 load of components, and many more)
- Leading security projects: HMAC signature on client and Whitebox cryptography to obfuscate code from attackers. Whitebox cryptography is achieved using Emscripten and Arxan technologies.
- **Development** of most critical features in ReactJS, Javascript, Typescript, NodeJS and CSS (SCSS) and Accessibility in mind and best SEO practices.

Frontend developer, Indra, Lisbon

JANUARY 2018 - FEBRUARY 2020

The project aims to optimize and harmonize workflow of the information between all the ports of Portugal which involves maritime, railway and highway transports management and control. My responsibilities were the following

- Responsible for development of most of web pages that project required
- Further due to increased complexity of project, managed to distribute frontend monolith into micro frontends intercommunicating

Education

Master of Computer Science and Engineering, Instituto Superior Tecnico - University of Lisbon, Cambridge, MA

AUGUST 2012

The recent interactions between humans and robots appear to have problems regarding humans privacy. The project's aim is to improve privacy in interaction between robots and humans using Blockchain technology. In other words, project is developed with Privacy by Design in mind. Health Care environment - IPO - Portuguese Institute of Oncology

Technologies used: Privacy By Design; IT Security; Mongoose; MongoDB; ExpressJS; NodeJs; C++; Blockchain EOS.IO; Frontend optimization; Angular 7;

My Published Papers:

- https://www.researchgate.net/publication/349152707_Designing_and_Validating_a_Blockchain-based_Architecture_to_Enforce_Privacy_i
- https://www.researchgate.net/publication/347779499_BlockRobot_Increasing_Privacy_in_Human_Robot_Interaction_by_Using_Blockcha
- https://www.researchgate.net/publication/347779499_BlockRobot_Increasing_Privacy_in_Human_Robot_Interaction_by_Using_Blockch