

RICARDO MARGALHAU

margalhau.ricardo@gmail.com ◇ github.com/xploitedd ◇ linkedin.com/in/rmargalhau

EDUCATION

NOVA School of Science and Technology

MSc. in Computer Science

September 2021 - Present

Monte da Caparica, Portugal

Instituto Superior de Engenharia de Lisboa

BSc. in Computer Science and Engineering

September 2018 - August 2021

Lisbon, Portugal

WORK EXPERIENCE

Celfocus

Software Developer Intern

August 2021

Lisbon, Portugal

- Developed a strategy for asynchronous communication between two microservices with **Spring Batch** and **RabbitMQ**
- Improved the existing **Jenkins** pipeline to build, test and deploy the microservices with **Helm** and **Kubernetes**

RE-USE

Freelance Full-stack Developer

October 2020

Lisbon, Portugal

- Developed RE-USE website using **Vue.js** as the frontend framework and **tailwind.css** as the stylesheet framework
- Deployment and configuration of the web server and domain names

ISEL Formula Student

Driverless Technical Director

September 2019 - September 2020

Lisbon, Portugal

- Founded the driverless technical team that has the goal of developing and maintaining an autonomous formula student car
- As part of the foundation process, there was a recruitment process targeted at ISEL students with some programming experience
- Explored the State of the Art including, but not limited, to the AMZ driverless car design and implementation process

ISEL Formula Student

Telemetry Software Developer

October 2018 - September 2019

Lisbon, Portugal

- Implemented a new telemetry system to replace the old one
- Used Arduino for radio communication between the car and the on-track base station
- The base station manager was implemented in Java, but a Kotlin alternative was prototyped
- Received data was later stored on a time-series database for later visualization with Grafana

PROJECTS

i-on Project

Contributer

2021

<https://github.com/i-on-project>

- The main goal of the project is to improve the academic life for both students and teachers
- Worked mainly on the Core system of the project, with **Kotlin** and **Typescript**
- Design and Implemented an overhaul of the Deployment and Infrastructure provisioning system, based on **Docker**, **Docker-Compose** and **Ansible**
- Implemented support for User Authentication with the institutional email

- Implemented a **REST** API for user preference management

Draw and Guess Android Game

2020

- Implemented in the context of the Mobile Device Programming class
- Developed an **Android** drawing and guessing game based on the broken telephone game, in **Kotlin**
- Used **Firestore** for matchmaking and game status management

TECHNICAL SKILLS

Languages	Java, Kotlin, Python, C, C++, C#, PHP, LaTeX, SQL, JavaScript, TypeScript
Tools	Docker, Git, Ansible, Jenkins
Web skills	HTML5, CSS, React, Vue.js, Tailwind, Bootstrap

INTERESTS

Gaming	Reverse Engineering	Algorithms and Data structures	Automation	Penetration Testing
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