

# RICARDO MARGALHAU

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## EDUCATION

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**Instituto Superior de Engenharia de Lisboa**  
*BSc. in Computer Science and Engineering*

September 2018 - August 2021  
*Lisbon, Portugal*

## WORK EXPERIENCE

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### 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

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### 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

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<b>Languages</b>	Java, Kotlin, Python, C, C++, C#, PHP, LaTeX, SQL, JavaScript, TypeScript
<b>Software</b>	IntelliJ IDEA, Visual Studio, Visual Studio Code
<b>Tools</b>	Docker, Git, Ansible
<b>Web skills</b>	HTML5, CSS, React, Vue.js, Tailwind, Bootstrap

## INTERESTS

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Gaming	Reverse Engineering	Algorithms and Data structures	Automation	Penetration Testing
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