André Pinto | Curriculum Vitae

✉ mail@andresp.me   •   🖥 www.andresp.me

⊞ github.com/andredasilvapinto   •   ⓘ linkedin.com/in/andredasilvapinto

Experience

Skyscanner   **London - UK**

Backend Developer   *Mar 2017 –*

Skyscanner, now part of Ctrip, is one of the most popular travel search sites in the world. I'm part of their Data Tribe organization and I've been working on:

- designing and implementing the new reliable data path for business critical events (> 99.99% data availability);
- designing, implementing and scheduling batch jobs to convert the entire platform's data (10TB/day) from JSON into an optimized format (Parquet), while making the data sets available for querying in Athena;
- maintaining and improving existent solutions to move data from Kafka into Redshift.

Tech: Java, AWS, Hadoop, MapReduce, Dropwizard, Docker, Python, Airflow, Spark, Scala, Secor, Samza.

ClearScore   **London - UK**

Backend Developer   *Nov 2016 – Mar 2017*

ClearScore is one of the leading FinTech businesses in the UK. By reaching 4M users since its inception in 2015, it has become the UK's #1 credit checking service. I've worked on:

- performance investigations/testing and optimizations;
- development of new features (weekly credit report updates, coaching);
- CRM migration;
- improvement of registration funnels.

Tech: Java, Scala, Python, Docker, PostgreSQL.

Spotify   **Stockholm - SE**

Backend Developer   *Mar 2015 – Oct 2016*

Spotify is the leading music streaming service in the world and I was one of their backend engineers. I've worked on:

- the development and maintenance of the ingestion pipeline (content and metadata sent by the providers);
- data validation and enrichment;
- indexes creation (>150GB) and distribution (> 300 machines);
- core metadata service (7 regions, 250k r/s, 12M entities/s).

Tech: Java, Python, Crunch, Hadoop, Helios, Docker, PostgreSQL, Puppet, Memcached, GCP, RDF, Jena, gRPC, Luigi, Zookeeper.

Blip (Betfair)   **Porto - PT**

SRE Developer   *Mar 2014 – Feb 2015*

Blip (part of Betfair) is a web development company responsible for the biggest betting website in the world (7B views/week and more transactions than all EU stock exchanges combined). I was focused on the scalability of our internal platforms and services. Some of my main responsibilities were:

- exploring and implementing new technologies (e.g. Zipkin) in our core webservices framework;
- maintaining our metric libraries (collectors, aggregators, forwarders);
- identifying and fixing bottlenecks in our services;
- investigating and solving production issues (database overloads, thread leaks, memory leaks);
- capacity planning and performance testing.

Tech: Java, Guava, Spring, Jetty, Zipkin, Couchbase, OpenTSDB, AspectJ, Python, Go.

Blip (Betfair) — **Porto - PT**

Backend Developer — *Feb 2013 – Mar 2014*

Responsible for developing the middleware between our internal APIs and the frontend.

- Data retrieval and processing from the APIs into meaningful structures used by the frontend;
- Improving internal APIs, core modules, development tools and practices;
- Technological exploration to validate potential adoption by the company (e.g. Vert.x).

Tech: Java, Vert.x, Spring, FreeMarker, Selenium, Groovy, JavaScript, AspectJ, Guava.

3Decide — **Porto - PT**

Software Developer — *Aug 2011 – Jan 2013*

3Decide is a Portuguese startup that works in the fields of 3D interactivity, augmented reality and virtual tours. I was the main developer for the interactive technologies and I've worked on:

- an interactive 3D visualizer product for the web (Unity3D) with a backoffice (Yii framework);
- an interactive totem (augmented reality and video) for the National Railway Museum;
- the business plan for a serious game (2nd place out of 443 in the Creative Industries National Prize).

Tech: Unity3D, C#, Python, C++, PHP, JavaScript, Yii, AForge.Net/GRATF.

Audacity (GSOC09) — **Remote**

Software Developer — *May 2009 – Aug 2009*

Audacity is a free and open-source audio editor and recorder. My work there was part of the Google Summer of Code 2009 program. Project report: wiki.audacityteam.org/wiki/Bugfix_Automatic_Volume_Wiki

Tech: C++, Python.

Education

Faculty of Engineering of the University of Porto — **Porto - PT**

MSc in Informatics and Computing Engineering, 16 out of 20 — *Sep 2006 – Jul 2011*

Thesis: Platform for the development of location-based games — 19 out of 20

Programming, Algorithms and Data Structures, Artificial Intelligence, Computer Graphics, Networks, Distributed Systems, Web Development, Databases, Compilers, Mathematics, Physics.

Delft University of Technology — **Delft - NL**

MSc in Computer Science (ERASMUS), 8.5 out of 10 — *Sep 2010 – Jan 2011*

High Performance Computing, Databases and Datamining, Software Reengineering, Real-time Systems

Languages

Portuguese: Native

English: Fluent

International English Language Testing System (IELTS)
Academic (Score: 8 out of 9), British Council, Apr 2010