

André Pinto | Curriculum Vitae

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Experience

Blip

Porto - PT

SRE Developer

March 2014 –

Blip (part of the Betfair group) is a web development company that is responsible for the biggest online betting website in the world (7 billion views per week and more transactions than all European stock exchanges combined). In 2014, Blip was considered the 6th best place to work in Portugal. As a developer at Blip's SRE (Site Reliability Engineering) team I'm focused on the scalability of our internal platforms and services, which run in a multi-threaded and highly concurrent environment. Some of my main responsibilities are:

- Exploring and implementing new technologies that may help us keeping the site up;
- Improving the current ones so we can keep the site up;
- Identifying bottlenecks and fixing them so we can scale while keeping the site up;
- Investigating and solving production issues that may prevent us from keeping the site up;
- Helping others keeping the site up.

Main technologies: Java, Guava, Spring, Jetty, Zipkin, Couchbase, OpenTSDB, Maven, AspectJ, Python, Go.

Blip

Porto - PT

Backend Software Developer

Feb 2013 – March 2014

During my role as a backend software developer at Blip, I was mainly responsible for developing the middleware between our internal APIs and the frontend. This included tasks such as:

- Data retrieval and processing from the APIs into meaningful structures used by the frontend;
- Enhancing internal APIs and core modules;
- Technological exploration and proof of concepts to validate potential adoption by the company;
- Implementation of new features requested by the product owners;
- Improvement of internal development tools and practices;
- Unit, render and simulation tests development.

Main technologies: Java, Vert.x, Spring, FreeMarker, Selenium, Groovy, JavaScript, Maven, AspectJ, Guava.

3Decide

Porto - PT

Software Developer

Aug 2011 – Jan 2013

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

- Responsible for the development of one of the two core products (3DPlace):
 - 3D visualization and interaction for the web (Unity3D)
 - Web backoffice (Yii framework)
- Development and deployment of the software solution for an interactive totem (augmented reality and video) for the National Railway Museum;
- Development and deployment of several augmented reality mobile applications (iOS and Android);
- Business plan development for a serious game (2nd place out of 443 in the Creative Industries National Prize). I was responsible for the Market Analysis, Business Model and Roadmap sections, and also the product development.

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

Audacity (GSOC09)

Software Developer

Online

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. I successfully completed the project working from home and mostly on a part-time basis as I was also studying at the same time.

- 20+ bug fixes;
- Designed and implemented an experimental automatic volume tuning system;
- Created an automatic manual dumping system to retrieve and parse information from the wiki. Rebuilt an already existent Python script making it 4x times faster while adding more functionality.

Project report: wiki.audacityteam.org/wiki/Bugfix_Automatic_Volume_Wiki

Main technologies: C++, Python

Education

Faculty of Engineering of the University of Porto

MSc in Informatics and Computing Engineering, 16 out of 20

Porto - PT

Sep 2006 – Jul 2011

Thesis: Platform for the development of location-based games[1]

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

MSc in Computer Science (ERASMUS), 8.5 out of 10

Delft - NL

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

Other technologies

Languages: Scala, Scheme, Clojure, F#, C, Ruby, Prolog

Databases: MySQL, Oracle, Postgre, MongoDB VCS: Git, SVN, Perforce, CVS

Interest & Soft skills

Interest: Music, Football, Physics, Philosophy, Behavioural Economics, Innovation, Entrepreneurship

Others: President of my High School Students Association and captain of my football team for 7 years. Start-up collaborator at 3Decide. Participant in Coursera *Technology Entrepreneurship* and *Functional Programming Principles in Scala* online courses. Participated in programming contests. Developed several part-time projects.

Publications

André Pinto, António Coelho, and Hugo Silva. A ubiquitous solution for location-aware games. In *Entertainment Computing - ICEC 2012*, volume 7522 of *Lecture Notes in Computer Science*, pages 578–583. Springer Berlin Heidelberg, 2012.