



João Magalhães

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ABOUT ME

I'm a chronically passionate software engineer who's obsessed with good software crafting to the smallest detail. I love the art of delivering business value through software and I like to support it with beautifully structured code. I'm always eager to learn new programming languages and frameworks that enable me to better develop new tools to solve more real-life problems.

I'm enthusiastic about software architecture-related challenges that make me think at a higher level of abstraction and bring people around a whiteboard for long conversations. Hard problems are my fuel and the driving force behind my work, coming across one of such problems from time to time makes me both happy and fulfilled.

Although I may be a bit stubborn (every engineer is) I love to receive feedback and be challenged, I believe that's one of the most efficient ways to grow and I felt it, first person, throughout my professional life. I consider myself a hard-working, organized, and diligent professional, that loves to take on tasks and deliver results.

EDUCATION

Master of Science, Computer Science

Universidade do Porto 2002-2007

Grade: 17 out of 20 (top 5%)

Master of Science, Computer Science

Universidad Politécnica de Madrid 2005-2006

Grade: A

SKILLS

Programming Languages: Python, Rust, C, C++, TypeScript, JavaScript, Go, Java, C#

Runtime Platforms: Node.js, Deno

Databases: MySQL, PostgreSQL, MongoDB

Frameworks: Vue.js, React.js, React Native, Django, Flask

Operating Systems: Linux, Windows, Mac OS

EXPERIENCE

Chief Technology Officer (CTO)

PlatformE, Porto, Portugal

Mar 2019 - Current

As the CTO of PlatformE I'm responsible for the management of a 30+ member team that delivers the technology that powers PlatformE's vision.

I'm directly responsible for the planning and coordination of the: Software Development, Quality Assurance, DevOps and UI/UX Design teams at PlatformE.

As part of my responsibilities as CTO, I manage PlatformE's tech representation with clients such as Adidas, Dior, Hermès, GUCCI, and FENDI.

- Responsible for tech representation at exec committee
- Definition of tech strategy
- Tech roadmap creation and execution
- Team growth plan definition and implementation
- Creation of legacy tech maintenance plan
- Coding of core parts of the technology
- Active member in the code review process
- Design of stream-based event-driven architecture
- *Technologies*: Python, Rust, TypeScript, JavaScript, Node.js, Deno, Appier Framework, Vue.js, React.js, React Native, Three.js, Apache Kafka

VP of Engineering
PlatformE, Porto, Portugal

Mar 2017 - Feb 2019

Leading the Engineering team through a period of growth at PlatformE I was responsible for the planning and management of the team through the restructuring and re-alignment process.

I was directly responsible for growing the team from a small structure of fewer than 5 members to a medium-sized structure of almost 20 members.

Helped migrate codebase from a legacy monolith into a flexible microservices-supported tech platform.

- Development and implementation of the first-ever year-long tech roadmap at PlatformE
- Creation of pivoting plan towards microservices strategy
- Experimentation with real-time 3D engines - Unreal Engine, Eevee (Blender), Three.js
- Implementation of aggressive HR growth plan (100% YoY)
- Code reviewing with meticulous quality standards
- Development the initial Vue.js apps and component (design system) framework
- *Technologies*: Python, Rust, Kotlin, Swift, Objective-C, Appier Framework, Vue.js, Unreal Engine, Three.js

Head of Engineering
PlatformE, Porto, Portugal

Jan 2015 - Feb 2017

As one of the co-founders and the initial tech member of the company, I was responsible for the creation and growth of the original tech team.

During this time I was directly involved in the creation of the original codebase that went up to be the foundation of PlatformE's platform for MTO.

- Responsible for the initial tech stack definition
 - Definition and implementation of CI/CD pipelines
 - Planning and execution of recruitment plan
 - Development of initial software solution
 - Implementation of the core engine of composition in C and C++
 - *Technologies:* Python, JavaScript, C, C++, Appier Framework, React.js, MySQL, PostgreSQL
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Partner & Advisor
Hive Solutions, Porto, Portugal

Oct 2008 - Present

As a co-founder and original CEO of this tech boutique, I was responsible for assembling the original team and planning the initial projects.
Responsible for the development of the [Colony plugin framework](#) (OSGI equivalent), [Appier web framework](#) and [Netius network library](#).
Worked with companies like IBM, Microsoft, and Under Armour

- Responsible for global company strategy
 - Marketing and sales iteration and execution
 - Tech roadmap definition
 - Planning and development of core technology for company support
 - Hands-on coding across multiple projects
 - *Technologies:* Python, C#, JavaScript, TypeScript, Node.js, Appier Framework, React.js, React Native, Django, Flask, MySQL, PostgreSQL
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Partner & Advisor
Oiôba, Porto, Portugal

Fev 2015 - Present

Joined the company during the growth stage and implemented an online strategy from both a strategic and technical.
Developed marketing and commercial skills critical for the success of this retail venture.
Helped grow the business 10x using e-commerce as the main revenue stream, migrating away from a legacy Facebook-driven approach.

- Responsible for e-commerce strategy
 - Execution of the technical roadmap
 - Fast track iteration of product according to market needs
 - *Technologies:* Python, JavaScript, TypeScript, Appier Framework, React Native, React.js
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Co-Founder & Advisor
Cobeacon, Porto, Portugal

Jun 2017 - Oct 2018

Helped in the initial bootstrap of a startup company dedicated to the optimization of logistics and last-mile operations.
As someone that joined the company early on, I participated in the development of

the initial working version of the product which included:

- Definition of the tech stack
 - Creation of product roadmap
 - Planning and execution of CI/CD pipeline
 - Deployment and management of the initial tech infrastructure using AWS
 - *Technologies*: Kotlin, Python, Android SDK, Appier Framework, MongoDB
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Software Developer

Jun 2008 - Sep 2008

The Hive Project, Porto, Portugal

Developed and lead the foundation of a small startup targeting the SME enterprise software market.

Responsible for the management and maintenance of several open-source projects used in the creation of SME software. Guided a small team of engineers during the growth stage of a startup, working in engineering, business development, and management roles.

- *Technologies*: Java, Python
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Software Development Engineer

Mar 2007 - May 2008

Microsoft, Copenhagen, Denmark

Worked on the development of a product configuration solution for the Microsoft Dynamics AX ERP system.

Developed a compiler for a declarative programming language used for product configuration restrictions definition.

Worked together with partners like BMW to provide a market-ready solution.

- *Technologies*: X++, C++, C#, Microsoft SQL Server
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OTHER

- Passionate Open Source contributor
- Enthusiast (but still apprentice) tech speaker
- Mediocre runner, wanting to run his first marathon
- Volleyball player for 8 years
- Junior volleyball team coach for 3 years
- Proud father of two