JOÃO LINO

SENIOR SOFTWARE ENGINEER

JOAO.OLIVEIRA.LINO@GMAIL.COM

+47 919 08 087

WWW.JOAOLINO.COM

OBJECTIVE

Solve hard problems. Stay updated, technology wise. Collaborate with others in relevant projects.

SKILLS

I know my way around JAVA, MICROSERVICES, SPRING, FUNCTIONAL PROGRAMMING, SCRUM, DEVOPS and LINUX...

I often assume the role of a tech lead.

SOFTWARE ENGINEERING EXPERIENCE (8+YR)

SENIOR SOFTWARE ENGINEER / INSPERA
Jul 2020 – Now

Senior Software Engineer of the Marking solution for Inspera.

Mainly, daily tasks put me in contact with the following technologies: Java8, ElasticSearch, Memcached, Oracle, Amazon SQS and other Amazon services.

Mainly, daily tasks involve:

- Develop mostly Java code
- Review changes
- Sporadic execution of hotfix releases
- Monitor production environment, roughly once per week, to diagnose issues, coordinate response and execute patches

---

SOFTWARE ENGINEERING EXPERIENCE

TECH LEAD / SIGNICAT
Oct 2019 – Apr 2020

Responsible for *Team Config* and Tech Lead Software Developer of a new Configuration System for Signicat. Mainly, daily tasks put me in contact with the following technologies: Microservices, Java11, Reactive Programming, Functional Programming, Spring Framework, Docker, Kubernetes and Helm. Mainly, daily tasks involve:

- Develop and review code – SCRUM and Pull Requests
- Set and steer direction for the team in technical matters
- Overall responsible in the team for technical design decisions and the quality of technical deliverables
- Interact closely with the Product Owner
- Coordinate as required with Tech Leads from other teams
- Find answers to tech questions with high impact on the team's productivity and morale
- Function as mentor and sounding board for the team members in the technology domain
- Support the team's agile coach (scrum master) to facilitate planning and structuring of work
- Ensure that technical documentation (both internal and external) meets the required quality standards
- Oversee releases from the team

SENIOR SOFTWARE ENGINEER / GOINSIDE
Dec 2017 – Sep 2019

Responsible for the development of GoInside's GMediaVault, a Media Asset Management and Workflow product. Mainly, daily tasks put me in contact with the following technologies: JEE, SPRING CLOUD, SQL, LINUX, Jenkins, Nexus, Jira, BitBucket, Git, Amazon EC2, Docker, LxC, and ipTables.

Main coding tasks include:

- Further develop, test and deploy the GMediaVault product
- Solve tickets for the GMediaVault's clients
- Produce developer and user documentation in Confluence
- Manage development tasks in Jira

In addition to my coding tasks, I also design, deploy and support most of the infrastructure in place, to speed up product development and support:

- Continuous Integration flows for the GMediaVault product
- Develop and maintain the visualization infrastructure
- Sysadmin of GoInside's infrastructure at Amazon.

SENIOR SOFTWARE ENGINEER TEAM LEAD / TIMWE GROUP
May 2017 – Dec 2017

Responsible for all services deployed in Europe, Eastern Europe and Central Asia. Mainly, daily tasks put my team in contact with the following technologies: JAVA, SQL, LINUX, Jenkins, ElasticSearch.

Main tasks include:

- Develop enhancements and/or build new solutions for multi-channel mobile products, mostly focusing on server side but also on mobile apps and web portals.
- Plan development, design, implement and test solutions, deploy products and provide continued support.
- Work collaboratively with IT Lead, RCM, Core, BI and Marketing teams to analyze and define product requirements, realize innovative technical solutions and ensure continued business growth.
- Work closely with/Influence other technology teams to ensure that core changes are made in core projects and specialized code on specialized projects.
- Coordinate response to daily incidents.

RESEARCHER / INSTITUTO DE TELECOMUNICAÇÕES
Sep 2010 – Apr 2013

I was part of a team of 3, 2 where researchers.

Mainly, daily tasks put me in contact with the following technologies: C++, LINUX.

Research projects where I played a developer role include:

- Holoscopic video codec for the 3D Vivant project based on MVC and HEVC – Implemented a frame buffer and an image similarity search function for the novel prediction model; automated deployment and simulation flows with shell script
- 3D Holoscopic to 3D/2D conversion tool – Created several GLSL shaders to modify images based on optics equations, with POV selection, developed a novel algorithm to create depth maps based only in 3D images and used the FreeGLUT, FreeImage and Boost libraries
- Developed a h.264 codec trace tool for development purposes – Implemented data storage for trace information with SQLite+JSON and developed a GUI for data navigation with WxWidgets and gnuplot, with Win32 and Linux OS deployment environment.

Jointly wrote whitepaper on research findings

- Conti, C.; Lino, J.; Nunes, P.; Soares, L.D.; Lobato Correia, P., "Spatial prediction based on self-similarity compensation for 3D holoscopic image and video coding," Image Processing (ICIP), 2011 18th IEEE International Conference on , vol., no., pp.961,964, 11–14 Sept. 2011

Managed code repository, bug tracking and wiki pages with Mercurial, SVN, Bugzilla and Docuwiki.

SOFTWARE DEVELOPER / GRUPO@WORK
Apr 2010 – Aug 2010

I was part of a team of 2.

Mainly, daily tasks put me in contact with the following technologies: JAVA, SPRING, VAADIN, MAVEN, UML, C.

Software development projects where I played a developer role include:
- Jointly developed a ticketing application (JAVA)
- Developed a custom RPC Server and Client application (C);

NETWORK ENGINEERING EXPERIENCE

LEAD NETWORK INNOVATION / DELOITTE PORTUGAL
Aug 2015 – Feb 2017

Consultancy projects where I played a lead technical role include:
- Two Brazilian MNOs – Setup Handover for RAN Sharing – team of 9;
- African HVDC infrastructure operator – OPGW planning –team of 3 to 5;
- "World's Top 5" Transport Network Operator – T-SDN technical evolution plan and market strategy – team of 5;

Network Innovation Centre day to day activities include:
- Creating virtualization solutions – NFV Marketplace and Energy Efficiency;
- Creating a laboratory for product development and demonstration purposes;

VOLTE ENGINEER / PORTUGAL TELECOM
May 2013 – Aug 2015

Hands on experience in VoLTE technology acceptance, including:
- Test Planning – Scheduling optimal test plans that minimize fault impact;
- Scenario Assembly – Performing platform configuration (core, access and terminal) and service configuration that reflect test scenario parameters;
- Test Execution – Meticulously going through the multiplicity of paths for test cases, both anticipated problematic and casual ones;
- Analysis of Results – Gathering evidence of test progress and in depth multi-protocol analysis, using Wireshark. Characterization of degree of compliance with 3GPP and GSMA, as well as service characterization;
- Fault Description – Technical background, service impact and operation impact;

- Call Flow design and adaptation – Propose configuration alternatives and design alternative routing of application level traffic;
- Reporting – Acceptance progress reporting.

Working knowledge of the following network functions:

- IMS – X-CSCF, ENUM, SBC, MGCF, MGW, AS, MS, HSS, SLF, DRA;
- LTE – PCRF, P/S-GW, MME, eNB;
- CS – MSS, MGW, HLR.

Working knowledge of implementation constraints to deploy with the following features:

- Continuity – SR-VCC from R8 to R10; (theory from R11 to R12)
- Fallback – CSFB in R4.

EDUCATION

MASTER DEGREE (MSC) IN COMMUNICATION NETWORKS ENGINEERING / 2013
Universidade Técnica de Lisboa (UTL) – Instituto Superior Técnico (IST)

Dissertation

- "2D Image Rendering for 3D Holoscopic Content using Disparity-Assisted Patch Blending" (16/20)

Projects

- I built an encrypted wireless IPv6 mesh network, that supported SIP signaled video call with "soft handover" capability. I modified the Linux wireless stack and recompile several kernel versions to create the mesh topology
- I wrote, from a new project, in C, a file system very similar to iNode, before learning it in class
- Jointly developed, in C#, a distributed scheduling application
- Jointly developed a small-scale replica of the Google search engine based on the Google App Engine service and the Hadoop parallelization framework

PERSONAL PROJECTS

3D PRINTING

I have built and operate a 3D Printer. I can CAD my own designs and so I've built stuff like a longboard with a 50Km/h top speed.

BREWING BEER

I have built hardware to make my own beer and people – not just friends – pay money to drink it.

SERVER

I operate a Server for study purposes and home use, since I was 13. It hosts my Website that has A+ rating in ssllabs.com, Kubernetes cluster with two hardware nodes, media library and other components... Fully backed up!

I'M A MAKER AND A PRINTER

A lot of individual skills are involved so I'll just name a few of the ones I consider high skill like soldering – with hot iron, hot air, and a purpose built reflow oven – my own boards and for diagnostics and repair, using Fusion 360 to model equipment and I imagine and get asked to build.