



António Pires dos Santos

Software Developer based in Portugal

Experience

Software Developer at Proximus

May 2022 - Present

Proximus along-many products offers Pickx, a streaming platform that aggregates multiple content for their clients to watch. I'm currently working in a team delivering a complete revamp of this product. This includes creating a design system, and integrating new features from scratch.

Frontend Developer at Mindera

October 2019 - May 2022

Working in a large team of developers maintaining and developing features for a diverse number of applications with challenging requirements for TVG, the leading horse racing network and wagering website in the U.S.

Frontend Developer at Frontedge Digital

July - November 2021

Short-term freelance work for Sawgrass Ink, delivering features for an ecommerce marketplace where creators can post their designs on a wide range of products, customers can customize the orders, which are matched in an optimized way to producers of the Sawgrass Network.

Web Developer at UA

February - October 2019

Working in the reformulation and over-all update of the University's portal including a complete re-design and the implementation of the most appropriate technologies. Responsible for the research and development of a visual and personalised content management service.

TubeLab

2013 - Present

It started as a simple web tool that allowed YouTube creators to monitor their videos SEO performance. Given the demand, I decided to later transform into a SaaS and have been actively working on it to provide more solutions to YouTube video creators and agencies. It has +5K (monthly) active users.

Education

Master in Multimedia Communication (postgraduate)

2018 - 2020

University of Aveiro

My Master's specialization focused on the development of digital products, encompassing research, testing, architecting production-ready solutions, and marketing. The blend of academic rigor and business application was instrumental in setting up my career for success.

Multimedia and Communication Technologies

2015 - 2018

University of Aveiro

The undergraduate program in Multimedia and Communication Technologies establishes as its main purpose the qualification of professionals in the area of information technology. This is where I acquire solid fundamentals of web technologies, communication and audio-visual creation.

Main skills

Javascript (TypeScript, Flow)

React.js (Gatsby, Next, SPAs, Redux)

Vue.js (Vuex)

Node.js (Express, Nest.js)

GraphQL (Apollo)

PosgreSQL, MongoDB

Languages

Portuguese (Native)

English (Full professional)

Spanish (Elementary)

Certifications & Awards

Technological Innovation in the Retail Industry Winner

(Bright Pixel, Sonae IM)

Pixels Camp Hackathon Winner v3.0

(Bright Pixel)

Hack for Good Award (Gulbenkien)

Javascript: Understanding the Weird Parts

(Udemy)

Public Speaking Course (Speak and Lead)

Digital Marketing (Google Atelier Digital)