

Henrique Vicente de Oliveira Pinto

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Education

Universidade Federal de Pernambuco, Brazil
Bachelor of Sciences in Computer Sciences

Recife PE, Brazil
October 2013 – December 2017

Professional Experience

Liferay, Inc.

Remote

Software Engineer

March 2014 – December 2017

Senior Software Engineer

January 2018 – Present

- Lead developer of the WeDeploy and Liferay Cloud Command-Line Interface tool "we"; Software maintainer of internal and external developer tools such as "we" (written in Go) and Node-GH (with Node.js).
- Reverse engineered the socket.io protocol and worked on an implementation of it in Go; Created an SSH-like protocol to enable users to connect to their microservices over WebSocket.
- Created diagnostics and statistics gathering web services for CLI tools; Debugged issues reported by users on multiple operating systems and environments; Contributed to security by reviewing code and specs; Developed automated testing systems for unit, integration, and functional tests.
- Researched the Unix operating system and its tools, such as git, and curl; Experience with JavaScript both on front-end and back-end.

Vehikel

Recife PE, Brazil

Creator, Software Engineer

c. 2013 – 2015

- Researched the Brazilian used vehicles marketplace and create a classified advertisement marketplace inspired by Craigslist and eBay; Conceived a compelling UI with components such as a real-time search engine with faceted filters, maps, multi-view modes, edit-in-place, photo carousel, and a photo editor tool.
- Extracted and gathered data from industry sources on the web by writing a web crawler using the frameworks CasperJS and PhantomJS.
- Software development with a Linux, PHP, ElasticSearch, Node.js, MySQL, and Gearman stack.

MGR Tecnologia

Recife PE, Brazil

Software Engineer

October 2012 – July 2013

- Worked on *Cahier*, a subscription and on-premises corporate social network SaSS.
- Improved performance of slow pages in the order magnitude of 100x.
- Reduced code complexity with the use of static analysis tools; Introduced unit testing leading to better code quality and code reuse. Fixed security vulnerabilities and reduced time and space complexity of SQL queries.
- Software development with a Linux, PHP, MySQL, PostgreSQL stack; Designed and implemented a new chat component using Node.js. Coached team members technically.

Ogilvy & Mather
Software Engineer

Recife PE, Brazil
March 2011 – December 2011

- Designed and developed backend systems for websites and extranet services on demand for Fortune 500 clients.
- Software development with a PHP, JavaScript, and MySQL stack.

Plifk

Creator, Software Engineer

c. 2009 – 2011

- Created the Dropbox-like file-sharing web service Plifk.
- Researched multiple "web 2.0" websites such as Flickr, Twitter, and Multiply.com and UX.
- Implemented application with GUI progressive enhancement, third-party application support with a RESTful API and OAuth, account access history, and remote logout feature.
- Experience with cloud computing services such as Amazon Web Services EC2 and S3.
- Software development with a Linux, PHP, JavaScript, OAuth, Memcached, and MySQL stack.

Technical Skills

Programming languages: Go (proficient), JavaScript, PHP, Unix scripting, Java, and TCL.

Operating systems: Linux, and macOS.

Software development: Cloud computing, SQL, Security, Linux, developer tools, automated testing.

Language Skills and Interests

Languages: Portuguese (native), English (fluent).

Interests: Open-source, Photography, Nature, Travel, Drones, Industrial design.

Certifications and Awards

- Dell EMC Academic Associate — *Cloud Infrastructure and Services, 2017*
- Microsoft Certified Professional — *Microsoft, 2012*
- PHP5 — *Zend Certified Engineer, 2010*
- New York Film Academy — *4-week filmmaking workshop, 2009*
- Brazilian Physics Olympiad — *Honors, 2004*