

# Paulo Cunha

## Software Engineer

I am a software engineer, with a **background in architecture** and interior design. The creative problem solving I once used in the design of office spaces, I have since used in the **development of web apps, tooling and infrastructure, prototypes for a 3D modelling app, implementation of AI features, leading a team** of data scientists and ML Engineers, and more recently **defining cross team processes and systems**.

I'm passionate about what I build, enjoy being involved in all aspects of a project, and can quickly learn the necessary skills to do so.

### EXPERIENCE

#### Dixa, Copenhagen — Lead Software Engineer

NOVEMBER 2021 - NOW

Currently Lead Engineer in the Platform team, working mostly on a developer portal, migration to a monorepo setup, and making our processes more secure and auditable. Previously tech lead of the AI team, which aimed to develop AI features end-to-end. Besides managing the team, I was also involved in the development of UIs, in the setup of our ML Ops infrastructure and the deployment and maintenance of services and models.

**Stack:** Typescript, React, Python, AWS Sagemaker, FastAPI, Github Actions, Kubernetes, Backstage, Turborepo

#### Early stage startup — Founder

OCTOBER 2019 - JULY 2021

Research of an idea for a new type of 3D modelling app, using game engine techniques. Learned how to build a rendering pipeline, an entity-component-system architecture, a compiler, a version control system. Designed and prototyped UI's for a complex, interactive, application.

**Stack:** Rust, gfx\_hal, Typescript, React, XState, WebAssembly, WebGL

#### Trustpilot, Copenhagen — Software Engineer II

SEPTEMBER 2017 - SEPTEMBER 2019

One of two engineers in a platform team serving frontend developers in 8 product teams. I worked in the design and implementation of our design system, on a new micro-sites architecture for our main app, and in building tooling and supporting the teams in our migration to React.

**Stack:** React, Redux / redux-saga, Typescript, Jest, AngularJS, Node, AWS

#### Peergrade, Copenhagen — Software Developer

JUNE 2016 - SEPTEMBER 2016

**Stack:** JavaScript, Python, Flask, Knockout.js, SASS

#### MER, Stockholm — Architect / Interior Designer

MAY 2013 - MAY 2016

Designed activity based offices, that considered the particular work process of the company that would inhabit them. Created solutions at all scales, from a bespoke furniture piece to an office landscape with over 1000 workstations.

### EDUCATION

#### KADK, Copenhagen — Master in Architecture

2010 - 2012

#### IST, Lisbon — Bachelor in Architecture

2006 - 2010

Copenhagen, DK

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### HIGHLIGHTS

Tech lead of a team building AI features end-to-end;

Skills covering frontend development, machine learning, cloud infrastructure, graphics programming, design;

Involved in product discovery, in tight collaboration with PMs;

Worked in initiatives such as starting a design system, re-architecting a large application or defining workflows and pipelines for ML.

### CERTIFICATES

Machine Learning in Production Specialization  
Coursera, 2022

Frontend Web Developer  
Nanodegree  
Udacity, 2016

### SKILLS

Typescript

Rust

Python

React / Redux

AWS / GCP

ML Ops

Build Systems + CI/CD

Figma + Adobe Package

Design + CSS

### LANGUAGES

Portuguese - Fluent

English - Fluent

Swedish - Used professionally

Danish - Used professionally