

# Gil Domingues

SOFTWARE ENGINEER

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## Education

### T.U. Delft

ERASMUS+ EXCHANGE PROGRAMME

2017-2018

- Had an opportunity to take the following courses: *Data Visualization, Cloud Computing, Pattern Recognition, Software Analytics* and *Dynamic and Static Program Analysis for Software Security*

### Faculty of Engineering of the University of Porto

INTEGRATED MASTERS IN INFORMATICS AND COMPUTING ENGINEERING

2013 - 2018

Graduated with 17/20

## Experience

### Revolut

SOFTWARE ENGINEER

Jun 2024 - Sep 2024

- Worked on several improvements and bug fixes on Revolut Business Web frontend, namely on the connection to several external integrations.
- Developed features, bug fixes and tests for the Bill Pay feature in Revolut Business

### Viz.AI

SOFTWARE ENGINEER

Jan 2022 - Apr 2024

- Lead the development of an internal and external management platform. Built with React and Typescript.
- Developed multiple bug-fixes for the main clinical application.

### Mindera

SOFTWARE ENGINEER

Jan 2021 - Jan 2022

- Working as a front-end engineer at Trainline. Developed and released components across multiple codebases, as well as working on new pages and maintenance.

### MOXY Studio

SOFTWARE ENGINEER

Nov 2018 - Nov 2020

- Worked on the open source distributed identity project *Nomios*, as one of two engineers focused on the front-end of the application.
- Worked on the landing page for the *Nomios* project.
- Lead the development of the landing page for *Platforme*, and was responsible for most of the interfacing with the customer.
- Contributed to ProtoSchool with a new tutorial on an IPFS API, as well as with numerous bug fixes and improvements to the platform.

## Projects & Academic Development

### Software Repository for Live Software Development

(<https://github.com/dominguesgm/live-software-repository>)

MASTER THESIS

- A set of tools to gather data about the structure and execution of a Java program, as well as providing access to this data.
- Built using AspectJ, Eclipse's JDT core and a Ruby on Rails server

## Publications

### Live Software Development Environment for Java using Virtual Reality

ENASE '19

Co-AUTHOR

- Article on the exploration of virtual reality visual metaphors and static and dynamic software analysis for a better understanding of the inner workings of a system.

### Characterizing and comparing Portuguese and English Wikipedia medicine-related articles

WWW '19

AUTHOR

- Article on the comparison across a multitude of metrics of medicine related articles in the Portuguese and English Wikipedia.

### Patterns for Things that Fail

PLOP '17

Co-AUTHOR

- Article on design patterns for *IoT* systems, consisting of patterns for device detection, device monitoring and error detection.