Rodrigo Pereira

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SKILLS

- **Programming Languages**: Go, Python, Bash, C/C++, C#, HTML/CSS, JavaScript
- **Technologies**: Docker, Kubernetes, Fluxcd, NGINX, Traefik, Git, UNIX, Linux, Svelte, Tailwind CSS
- **Soft Skills**: Problem Solving, Attention to detail, Adaptability, Curiosity, Teamwork

EDUCATION

Escola Profissional de Braga   Braga, Portugal
Technichal course in Management and Programming of informatic systems   *Sep 2017 — July 2020*

- Relevant Coursework: Computer Architectures, Operating Systems, Network and Data, Programming of Informatics Systems

Universidade do Minho   Braga, Portugal
Bachelor in Software engineering   *Sep 2020 — July 2023*

- Relevant Coursework: Computer Communications, Computer Networks, Operating Systems, Algorithms and Complexity, Databases, Web Applications Development.

Universidade do Minho   Braga, Portugal
Ongoing Masters in Software engineering   *Sep 2023 — Oct 2025*

- Relevant Coursework: Software Defined Networks, Interconnection of IP networks, Network Services Engineering, Applications and Services of Cloud Computing, New Networking Paradigms

WORK EXPERIENCE

Teacher   Sept 2024 — Present
Escola Profissional de Braga   *Braga, Portugal*

- Taught students from 15 to 19 years old in Networking and Computer Architecture topics.
- Fully organized classes and study material for the students to have
- Managed classrooms of teenagers with leadership and confidence.

PROJECTS

Athena-Ops (github.com/eivarin/Athena-Ops)   Aug 2024 — Present

- Configured GitOps workflows, enabling automatic synchronization of Git repositories with Kubernetes configurations, ensuring the cluster's desired state is always aligned with the code in version control.
- Ability to effectively navigate and interpret official documentation, release notes, and public forums to configure new services and troubleshoot eventual problems and errors.

ESR multicast project (github.com/eivarin/ESR)   Oct 2023 — Present

- Developed different multicast overlay network components (client, server, node and rendevouz point) in the Go programming language, for the efficient multicast of an RTP stream.
- Tackled concurrency problems of correctly arriving order and identification of stream packets.
- Employed a graph library with the minimum spanning tree algorithm to reduce the ammount of packets flowing in the overlay network.

Dockerized-Coreemu (github.com/eivarin/Dockerized-Coreemu)   Sep 2023 — Present

- Maintainer of a docker image with the Coreemu application and X11-forwarding for easy native use of the Coreemu network emulation application
- Used by students of Network Classes in Universidade do Minho as an easy way to setup a network emulator to be used in classes