



Vitor Amaral

Date of birth: 28/10/1992 | Place of birth: Ponta Delgada, Portugal | Gender: Male | Nationality: Portuguese | Email address: geral@vitoramaral.me | Website: <https://vitoramaral.me> | LinkedIn: <https://www.linkedin.com/in/vacom/> | Github: <https://github.com/vacom>

🗨️ Language Skills

- **Português:** Mother tongue
- **Inglês**
 - Listening: C1
 - Reading: C1
 - Spoken production: B2
 - Spoken interaction: B2
 - Writing: B2

★ Skills

Frontend Development:

- HTML5, CSS3, JavaScript (ES6+)
- React.js / Next.js
- State management (Redux, Zustand, Context API)
- TypeScript

Backend Development:

- Node.js / Hono
- RESTful API design
- SQL (PostgreSQL, MySQL)
- GraphQL APIs
- Authentication (JWT, OAuth2)

Cloud & DevOps:

- Docker & containerization
- CI/CD pipelines (GitHub Actions, GitLab CI)

AI Integration:

- Chatbots & AI assistants
- LLM API integration (OpenAI, Anthropic, etc.)
- Prompt engineering & optimization

👤 About myself

Full Stack Developer with a Master's Degree in Multimedia Communication and a passion for building products from idea to launch. Experienced in developing scalable web, desktop, and mobile applications using modern technologies, cloud platforms, and serverless architectures. Strong background in both software engineering and product thinking, with a particular interest in startups, developer tools, and user-centered design. Self-driven, adaptable, and committed to delivering high-quality solutions that create measurable value.

💼 Work experience

Senior Software Engineer

01/10/2019 – Current

Mindera | Portugal

Worked as part of cross-functional agile teams delivering end-to-end software solutions for international clients across logistics, and digital platforms.

Over the course of the years, contributed to multiple large-scale projects spanning web applications, and cloud-based architectures, with increasing responsibility from individual contributor to technical ownership roles.

Key contributions:

- Built and maintained scalable frontend systems for high-traffic enterprise applications;
- Worked closely with client engineering teams (TVG and Peak Technologies) as an embedded developer;
- Contributed to system architecture decisions, ensuring scalability, performance, and reliability in production environments;
- Delivered features across the full software development lifecycle, from design and implementation to deployment and monitoring;
- Participated in code reviews, technical discussions, and cross-team collaboration in distributed environments;
- Supported continuous improvement of engineering practices, including testing, CI/CD pipelines, and system observability;
- Adapted across multiple technology stacks and domains depending on project needs;

Consistently focused on delivering high-quality, maintainable solutions aligned with client business goals while adapting to fast-changing requirements and multiple technology stacks.

Website: <https://mindera.com/>

Senior Software Engineer

15/05/2023 – 30/06/2026

Peak Technologies, Inc. | Portugal

Worked as part of an embedded engineering team at Peak Technologies on Peak Insights, an enterprise-grade Mobile Device Management (MDM) analytics platform providing real-time visibility and control over large-scale mobile device fleets for enterprise customers.

The platform enables organizations to monitor, analyze, and manage thousands of devices across multiple tenants, delivering actionable insights across device health, performance, compliance, and operational efficiency.

Key Contributions & Responsibilities:

- Developed and maintained a large-scale multi-tenant analytics platform for enterprise mobile device management;
- Built complex data-rich dashboards for fleet monitoring, including device health, battery analytics, OS/app distribution, and alerts;
- Implemented interactive geospatial features using Mapbox, including live device tracking, clustering, geofencing, and signal loss visualization;
- Designed and delivered scalable frontend architecture for handling large datasets with high performance and responsive UX;
- Integrated real-time and historical data APIs from backend microservices;
- Implemented role-based access control across multi-tenant environments;
- Collaborated closely with backend engineers, product owners, and stakeholders in an agile, distributed team environment;

Worked on core product modules such as:

- Device inventory and lifecycle management
- Battery health tracking and predictive insights
- Application and OS version analytics
- Data usage monitoring and cost control dashboards
- Contract and repair/RMA management systems

Technical Environment:

Built using modern TypeScript-based architecture with Next.js, React, Node.js, PostgreSQL, Drizzle ORM, TanStack Query, Zustand, and a rich geospatial and data visualization stack including Mapbox, Turf.js, and Recharts, deployed on Azure cloud infrastructure with CI/CD pipelines and containerized services.

Website: <https://www.peaktech.com/>

Software Engineer

01/09/2020 – 12/05/2023

TVG Network Betfair US

Worked as a Front-End Engineer within embedded agile teams at TVG, contributing to large-scale Horse Racing Betting and payments systems across web, mobile, desktop, and React Native applications.

Payments Platform (PAWS Team)

As part of the PAWS (Payments and Wallet Services) team, I contributed to the design and development of a new enterprise payment system for the online betting and gaming platform.

Key responsibilities included:

- Developed and enhanced core payment workflows including deposits, withdrawals, and payment method integrations;
- Integrated multiple third-party payment providers, ensuring secure and reliable transaction processing;
- Built responsive, cross-platform user interfaces for web, desktop, and mobile applications;
- Collaborated with backend engineers and external providers to ensure seamless end-to-end payment experiences;
- Focused on performance, security, and usability in high-transaction financial flows;

Front-End Product Development

As part of the broader TVG frontend engineering team, contributed to the development of features across multiple consumer-facing products:

- Delivered new features and enhancements across web, mobile web, desktop, and micro frontend applications;
- Worked in distributed agile teams, collaborating with product managers, designers, and backend engineers;
- Contributed to reusable UI components and frontend architecture improvements to support scalability across platforms;
- Participated in code reviews, sprint planning, and continuous delivery processes;

React Native Mobile Development

As part of the React Native team, contributed to the development of features and UI components for the iOS mobile application, ensuring consistent user experience across mobile platforms and alignment with web functionality.

Website: <https://tvg.com/>

Web Developer

05/11/2017 – 26/03/2018

Universidade de Aveiro | Aveiro, Portugal

The development of the new University of Aveiro Portal included the technical implementation of the core structure and modules, including the integration of APIs. The Portal features a modular structure based on JSON, allowing for the creation of pages using pre-defined modules.

A component library was also developed to support the Portal, Pages, and the Editor. The Portal includes various sections such as News, Agenda, Departments, and more. Additionally, the Portal is a universal application utilizing Razzle for server-side rendering, improving SEO and social media sharing capabilities.

The tech stack for this project includes React, React Router, Razzle, Moment, Styled-Components, and Atomic Design, as well as Microsoft SQL and ASP.NET Core API.

Website: <https://www.ua.pt/>

Frontend Developer

12/02/2018

Pictonio Lda. | Aveiro, Portugal

WebDesign Services and Web Application Development. Client-side development of an IoT platform with features of a Rest API.

Full Stack Developer

01/10/2013 – 31/08/2014

Korix-co – Sistemas de Informação, Lda | Ponta Delgada, Portugal

Development and implementation of projects and products, based on web technologies. Development of projects on the Liferay platform, with server programming languages, such as PHP. Design and design of application interfaces.

Website: <http://www.korix-co.com/>

Web Developer

01/10/2012 – 30/08/2013

KSI Sistemas de Informação, Lda | Ponta Delgada, Portugal

Development and implementation of projects and products, based on Web technologies, namely .NET (C #)

PHP Developer

02/04/2011 – 02/05/2011

Estágio – Anfíbios Atelier de Soluções Informáticas, Lda | Ponta Delgada, Portugal

Development of a browser game, based on Web technologies, namely PHP.

Education & Training

Master in Multimedia Communication

2017 – 2019

Universidade de Aveiro | Aveiro, Portugal

Website: <https://www.ua.pt/>

New communication technologies

2014 – 2017

Universidade de Aveiro | Aveiro, Portugal

Website: <https://www.ua.pt>

Computer systems management and programming technician

2009 – 2012

Escola Profissional Monsenhor João Maurício de Amaral Ferreira | Ponta Delgada, Portugal

Level in EQF: 4 | Website: <http://eppovoacao.pt/>

Honours and Awards

Honours and awards

Board of Excellence in Escola Profissional da Povoação BES Azores
Award Honors Certificate: Third Quarter 2007 Honors Certificate: Third Quarter 2006 Business Studies 2007
Drama 2007
Azores Skills Certificate

Job-related skills

Full-Stack Development

Experienced in building scalable and responsive web applications using

modern frontend and backend technologies. Skilled in designing RESTful APIs, integrating third-party services, and developing efficient, maintainable codebases using React, Node.js frameworks. Focused on performance optimization, clean architecture, and production-ready systems.

Problem Solving & System Design

Strong ability to analyze complex problems and design efficient technical solutions. Experienced in debugging, optimizing application performance, and designing scalable system architectures. Capable of translating business requirements into technical implementations.

Collaboration & Agile Development

Experienced working in Agile/Scrum environments with cross-functional teams including designers, developers, and product managers. Skilled in Git workflows, code reviews, technical documentation, and effective communication in remote and distributed teams.

Product-Oriented Development

Focused on building user-centric features and MVPs aligned with business goals. Experienced in transforming ideas into functional products, iterating based on feedback, and integrating analytics to improve user experience and performance.

+ Communication and interpersonal skills

Team Collaboration & Communication

Strong ability to communicate complex technical ideas in a clear and structured way for both technical and non-technical audiences. Experienced in working within cross-functional teams, ensuring smooth coordination between developers, designers, and product stakeholders. Actively contributes to discussions, code reviews, and planning sessions while maintaining clarity and alignment on project goals. Skilled in understanding requirements, asking the right questions, and translating ideas into actionable technical tasks. Effective in remote and in-person environments, fostering productive teamwork and professional relationships.

+ Organisational skills

Organizational & Time Management Skills

Strong ability to plan, prioritize, and manage multiple tasks effectively in fast-paced development environments. Experienced in breaking down complex projects into manageable tasks and delivering work within deadlines. Skilled in using structured workflows to track progress, manage time efficiently, and ensure consistent productivity. Able to balance multiple responsibilities such as development, debugging, and collaboration while maintaining attention to detail and code quality. Comfortable working in Agile environments with sprint planning, task estimation, and iterative delivery of features.