PAULO MARTINS

SOFTWARE ENGINEER

FULL-STACK ENGINEER / NLP
BACKEND ENGINEER / SYS ADMIN
GAME DEVELOPMENT / POLYMATH

Email: paulo.jorge.pm@gmail.com | Born: 1987/01/15 | Portuguese | Website: http://paulojorgepm.net

< Love tech challenges. People first. Creative. Hardworking. Self-motivated. Good architecture/web insight. Books & Cinema lover / >

<EXPERIENCE />

2026 - ... **Founder / COO of Retro Tales [Studio]**
Website: https://retrotales.eu

2024 - ... **Senior Software Engineer @ Salsify [Remote]**
PIM & PXM. Core Team (PT/USA).
Website: https://www.salsify.com

2022 - 2024 **Software Engineer @ Viz.ai [Remote]**
Health Care AI, Clinical Trials (PT/USA/Israel).
Website: https://www.viz.ai

2016 - 2021 **Full Stack Eng @ University of Minho**
Full-Stack; Sys Admin; Software/Web Dev.

2013 - 2021 **Software Engineer @ Fellowships & Projects**
Ride Care (Bosch); Major Minors (FCCN);
Netlang (ILCH); R&D videogame (EPsi) etc.

2014 - 2015 **Full Stack Engineer @ BragaTV**
Backend / Frontend / Server.

2011 - 2021 **Researcher & Invited @ Univ. Minho**
NLP Researcher. Prof. on Semantic Web.

2008 - ... **Freelance Software & Indie Game Dev**

<EDUCATION />

2019 - 2021 **Master degree on Computer Science**
University of Minho / Invited Assistant Professor
Thesis score: 19. Theme: Microsservices / WASM / Rust

2010 - 2013 **Master degree on Cinema and Media**
University of Minho / R&D Fellowships
Thesis: Developed a pedagogical videogame

2007 - 2010 **Bachelor on Language and Linguistics**
University of Minho / R&D Fellowship: BII
Focus: NLP & Linguistics. Extra: 1 year Philosophy

<ACADEMIA/>

Published Papers: 6   **Conference Papers:** 8
R&D Projects: 7   **Conference Organizer:** 2
Fellowships: 3   **Thesis:** 2
Classes Taught: 3   **Research apps / FOSS:** 20+

<SKILLS & TOOLS />

Summary of implementations. Favourite tools in red

Dev: **Python** | **Rust** | **JavaScript** | C
Go | PHP | C# | **GDScript** | etc.

Web: **Flask** | **Django** | **NodeJS** | Actix
HTML | **WASM** | **FastAPI** | CSS | JQuery
React | Vue | **Tauri** | **AJAX** | **WASM** | etc.

Infrastructure: Terraform | **Linux** | Nginx
Apache | **Docker** | AWS | **Microservices**
K8s | Dedicated Servers | GCP | etc.

Misc: **RabbitMQ** | FHIR | DICOM | EHR
SCRUM | Agile | Coralogix | **Raspberry**
Behavior-driven development | TDD
Photoshop | Datadog | NLP | etc.

DBs: **Triplestores (RDF)** | OWL | NoSQL
PostgreSQL | **Redis** | DynamoDB | MySQL
Neo4J | CockroachDB | **GraphDB** | etc.

Graphics: **Godot** | Unity | UE | **Kivy**
Pygame | Pyglet | **Bevy** | QT | wxPython
OpenGL | React Native | Cocos2D | etc.

<AWARDS />

1st prize Arquivo.pt / FCCN 2021
Project: Major Minors (coord).
National award for best application.
Info @ https://youtu.be/oMs03zb8Hy8

Best research paper
LinkedArchives Conf. 2021 (INESC TEC) Best
paper for expanded publication.

1st Prize "Matilde Rosa de Araújo 2025"
Best story in international competition [url].
Book publication: 2026 Q4, Tcharan Editor.

<ACHIEVEMENTS />

2019: Erasmus+ @ Japan
Kanazawa University | Mobility grant

GIT   LinkedIn   Website