

Filipe Regadas

SOFTWARE ENGINEER

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Skills

Programming Paradigms	Functional Programming
Systems	Distributed & Reative systems
Programming Languages	Scala, Haskell, Java, Python, Go, C/C++
Soft Skills	Adaptable, Good communication, Excellent learner, Responsible, Always targeting the solution, Creative, Funny.
Languages	Portuguese, English

Experience

Spotify USA

New York, USA

STAFF SOFTWARE ENGINEER

Mar. 2022 - PRESENT

- Implement software tools and frameworks that support Spotify's data processing and machine learning infrastructure.
- Architect and drive improvements on scalability, reliability, efficiency, and cost-effectiveness of Spotify's data platform.
- Research, benchmark, assess and provide recommendations and guidelines on adoption and/or deprecation of data processing solutions that align with the data platform vision.
- Contribute to and maintain several open source software projects.
- Technology stack: GCP (GKE, BigQuery, BigTable, PubSub, Dataflow, Dataproc), Apache Flink, Trino, Kubernetes, Flyte, Scala, Java, C*, Elasticsearch, Python.

Spotify USA

New York, USA

SENIOR SOFTWARE ENGINEER

Feb. 2018 - Mar. 2022

- Architect and lead the implementation of Spotify next gen data platform based on Apache Flink as execution engine.
- Scala ecosystem steward at Spotify.
- Implementation of tools and frameworks that compose the current Spotify data processing and machine learning infrastructure landscape.
- Mantainer of several open-source projects at Spotify; Scio, Featran, Zoltar, flink-on-k8s-operator, flyte-flink-plugin, etc.
- Technology stack: GCP (BigQuery, BigTable, PubSub, Dataflow, Dataproc, GKE), Apache Flink, Kubernetes, Flyte, Scala, Java, C*, Python.

Spotify, AB

Stockholm, Sweden

SOFTWARE ENGINEER

Sep. 2015 - Feb. 2018

- Implemented and maintained backend services, data and recommendation pipelines for the running & party features.
- Reimplemented the main internal search API backend services.
- Optimized and Tunned the Elasticsearch clusters.
- Implemented a realtime content indexing pipeline.
- Technology stack: GCP (BigQuery, BigTable, PubSub, Dataflow, Dataproc), Scio, Apache Crunch, Scala, Java, C*, Elasticsearch, Python.

Outplay Entertainment

Dundee, Scotland

SOFTWARE ENGINEER

Mar. 2015 - Jul. 2015

- Lead backend engineer.
- Developed highly available, scalable backends services like Leaderboard, Matchmaking, Notifications.
- Responsible for designing, planing and manage the entire infrastructure.
- Defined working processes in the team in order to achieve better collaboration.
- Implemented Continuous Integration environment.
- Technology stack: AWS (SNS, DynamoDB, EBS, ELB, EC2), Scala, Nginx, Go, Node.js, MongoDB

doubleTwist

San Francisco, U.S.A

SOFTWARE ENGINEER

Sep. 2012 - Jan. 2015

- Lead backend engineer.
- Implemented all the backend infrastructure to support most of the client features. Account management, Payments, Podcasts and Radio streaming.
- Added a monitoring & logging infrastructure.
- Implemented continuous integration environment.
- Technology stack: AWS(ELB , EBS, RDS, DynamoDB, SNS, EC2), Nginx, Scala, Python, Go

BetaBranch

Braga, Portugal

CO-FOUNDER & SOFTWARE ENGINEER

Jan. 2013 - Aug. 2015

- Consulting company, where we developed scalable and fault tolerant services for several companies.
- Developed a service for house tax evaluation. <http://imisimples.com>
- Technology stack: Scala, Haskell, Python, Django, Ruby on Rails, PostgreSQL, JavaScript

Multicert, S.A

SOFTWARE ENGINEER

Porto, Portugal

Sep. 2010 - Sep. 2012

- Development of a Trust-service Status List management and issuing tool.
- Committer at CEsSeCore (<http://cesecore.eu>) a common security function Java library, provides a reusable base for implementing third-party trustworthy systems.
- Technology stack: Scala, Java, EJB, Glassfish, JBoss

ALERT, Life Sciences Computing

SOFTWARE ENGINEER

Porto, Portugal

Jan. 2008 - Sep. 2010

- Development of disaster recovery systems.
- Developed tools to improve deployment, decrease time and update risk.
- Developed tools to monitor and eval data quality in decision support systems.
- Evaluation of scalability and fault tolerant patterns.
- Technology stack: Java, Python, Oracle ODI, MicroStrategy, ORACLE DB, Tomcat

Education

UM(University of Minho)

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Braga, Portugal

Sep. 2003 - Aug. 2008

- Functional Programing
- Distributed & Reactive Systems

Extracurricular Activity

Students Association

SOFTWARE ENGINEER

Braga, Portugal

Sep. 2004 - Jan. 2008

- Setup and administration of an open-source mirror for Linux distros.
- Provided several hosted services (i.e VCS) for students.
- Development of internal management tools.
- Technology stack: Perl, Python, PostgreSQL, Apache httpd, NGINX

Honors & Awards

DOMESTIC

Sapo Codebits - Programming Competition

5TH PLACE

Lisbon, Portugal

2012

- Codename: Arena, multiplayer game with fluid mechanics. (project)

Program Committees

2013/15 **Organizer**, SuitOff - social event for local startups

Braga, Portugal

2014 **Staff (Volunteer)**, EuroPython, Python conference in Europe

Berlin, Germany