Francisco Durao

Passionate software engineer eager to help you create great products!

Horley, Surrey 07935254034 www.tinyurl.com/fdurao www.linkedin.com/in/fdurao https://github.com/FoxyDingo francisco.durao@tecnico.ulisboa.pt

EXPERIENCE

Elekta, Crawley

Senior Software Engineer Aug 2021 - PRESENT

Software Engineer May 2018 - Jul 2021

Graduate Software Engineer Feb 2017 - Apr 2018

Developing .NET applications for 2D image-guided Radiotherapy in a highly regulated medical environment; supporting every product stage from design, development, testing, customer live support and performance analysis/improvements

Improved performance of several workflows by more than 50% through multiple techniques including multi-threaded design, reducing repeated calls, profiling DB bottlenecks

Developed unit tests and component tests using SpecFlow; System Integration GUI testing using Test Architect

Implemented innovation projects including a tool to automatically update copyright headers using Git, and a GUI to facilitate merging several demo databases into one with filtering methods

Scrum Master (concurrent responsibilities) Jun 2020 - May 2022

Certified SAFe® 5 Scrum Master

Helped maintain a Say/Do ratio above 85%

Improved Cycle Time from an average of 5.5 days to 3.5 days Facilitated the integration of new team members

Self Employed, Lisbon

Private Tutor 2015

Worked one-on-one with students seeking to learn Java & C

EDUCATION

Master's Degree (MSc) and BSc in Information Systems and Computer Engineering

Graduated 2016 (EQF level7)

Specialized in Software Engineering (Major) Specialized in Intelligent Systems (Minor)

Instituto Superior Técnico, Lisbon (Portugal)

SKILLS

C#, Java
SpecFlow
DICOM standard
CI/CD, Docker
Python
C/C++
Lisp
SQL, JavaScript. PHP
HTML/CSS

SOFTWARE

Unity Blender Visual Studio, Eclipse IntelliJ Idea, NetBeans Git, SVN

PERSONAL PROJECTS

3D Linac Simulator (2019)

Unity, C#

A 3D Radiotherapy simulator, allowing users to learn more about the workflows and machines used. Allows users to acquire mock 2D radiographies as DICOM files

Ant Simulator (2015)

Unity, Blender, C#

Ant simulator that mimics the emergent behavior of how ant colonies "measure" distances using pheromones

For more information on my other projects visit www.tinyurl.com/fdurao

LANGUAGES

Portuguese (Native) English (Proficient)