Diogo Peralta Cordeiro

Computer scientist · software systems · technical leadership · applied research

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Selected Impact

Technical leadership across research and production

Software, systems and research contexts

Engineering ownership. Led funded open-source platform development, coordinated contributors, made architectural decisions, and maintained a public-facing technical roadmap.

Research-to-system translation. Worked across dependable computing, robotics, machine perception and spatial interaction, keeping practical deployment constraints in view.

Project and program execution

Milestones, stakeholders, risk and delivery

Execution discipline. I structure projects around clear goals, written decisions, risks, interfaces and incremental delivery.

Stakeholder fluency. I can communicate with engineers, researchers, students, institutional partners and non-technical decision-makers without losing technical precision.

Teaching, mentoring and curriculum design

Computer Science and engineering education

Mentored developers and students, delivered technical workshops, and completed pedagogical training focused on evidence-based STEM teaching.

International senior-role readiness

Remote-friendly, English-working, US-facing roles

Prepared for senior roles that require technical judgement, written communication, ownership and collaboration across institutions or time zones.

Experience

Systems Analyst

2022-03 – present

Apontamento Cordial

Strategic consulting, tailored training programmes and client-centric collaboration: analysing existing systems and processes to identify improvement opportunities and recommend solutions that raise productivity.

Dependable Computing in the Aerospace Sector

2022-09 – present

University of Porto

Member of the ANTAEUS 2U CubeSat on-board data-handling team; supervisor (formerly software lead) of the Porto Space Team student society.

Lead Software Engineer

2019-01 – 2022-09

GNU social — the free-software social networking platform

Led the development of GNU social v3 with funding from the EU's Horizon 2020 NGI0 Discovery Fund (grant No 825322); previously contributed to v2 and mentored twelve students, three through Google Summer of Code.

Research Intern, Multimedia Communications Technologies

2022-06 – 2022-07

Centre for Telecommunications and Multimedia (CTM), INESC TEC

Compared parametric models of the human body for 3D representation; distinguished as the best work of the MCT category by the internship programme's jury.

Education

PhD in Electrical and Computer Engineering

2022-09 – present

Faculty of Engineering, University of Porto

Supervisor: Prof. João Tasso de Figueiredo Borges de Sousa.

Specialisation: Automation Engineering. **Field of study:** information engineering, computer science, intelligent systems, robotics, systems and control.

Coursework: real-time embedded systems, intelligent mobile robotics, network science, computer vision.

Activities and societies:

- Supervisor of Porto Space Team (2023-10-03 → present)
- Member of the ANTAEUS CubeSat project (2022-09-21 → present)
- Member of Porto Space Team (2022-07-12 → 2023-10-03)

BSc in Computer Science

2017-09 – 2022-09

Faculty of Sciences, University of Porto

180 ECTS, of which 54 ECTS in Mathematics.

Activities and societies:

- Member of EUGLOH's Joint Curricula Design work package and Student Board (2020-07-13 → 2021-07-30)
- Member of the Faculty of Sciences' Pedagogical Council (2019-11-05 → 2022-06-17)
- Freshers' teaching assistant for the Computer Science Department (2019-09-10 → 2021-07-30)
- Founding member of the Hackers at Porto student society (since 2017-11-01)

Key contents:

- Mathematics — numerical analysis, stochastic processes, operations research, linear algebra, analytic geometry, multivariable calculus, differential equations
- Computing theory — graphs, logic and proof, computability, complexity, reactive systems
- Computer systems — computer architecture, computer networking, operating systems
- Programming — compiler construction, advanced algorithms and data structures, multiprocessor programming
- Applications and professionalism — intelligent systems, interaction design, security, privacy, databases
- Electrical engineering — automatic control, digital signal processing