



Tiago Deane

Software Engineer

Information

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📍 Oeiras, Lisbon, Portugal

🌐 Nationalities: Portuguese, Brazilian, British

🚗 Driver's license: B

About me

Software Engineer passionate about building scalable, reliable systems, with a background in distributed systems and cloud computing. Having lived in different cultures and holding triple citizenship, I thrive in diverse, international environments, collaborating with motivated teams to create practical solutions.

Skills

- **Backend:** Python, C, Java, Node.js, gRPC, SpringBoot
- **Frontend:** JavaScript, TypeScript, CSS, HTML
- **Others:** AWS, Docker, SQL, NoSQL

Certifications

- [AWS Certified Solutions Architect \(Associate\)](#).
- [AWS Certified Developer \(Associate\)](#).
- [AWS Certified Cloud Practitioner](#)

Languages

- Portuguese (native)
- English (C2)

Work Experience

Sep 2026 - Now

Mastercard

Software Engineer I

- On the Digital Authentication Services team, a unified platform providing secure and scalable authentication across digital payments.
- Contributing to authentication capabilities such as biometrics, passkeys and 3-D Secure.

Education

2024 - 2026

Instituto Superior Técnico

Master in Computer Science and Engineering

- Specialized in Software Engineering and Distributed Systems.
- Awarded a [Diploma of Academic Merit](#) for the 2024/2025 academic year.
- **Thesis:** Triage: Automating Decision-making for Optimizing Serverless Functions with a Utility-driven Framework

Average grade: 16.8/20.

Master's project portfolio is available on [Github](#).

2021 - 2024

Instituto Superior Técnico

Bachelor in Computer Science and Engineering

Average grade: 15.72/20.

Bachelor's project portfolio is available on [Github](#).

Relevant Projects

[Cloud Personal Website](#)

Developed a serverless web application to practice AWS cloud architecture and CI/CD. The frontend is built with Astro (a JavaScript framework) and Tailwind CSS, hosted on AWS S3, and distributed globally via AWS CloudFront. A simple backend that is coded in Node.js, executed using AWS Lambda, and fronted by an API Gateway, tracks the number of visitors to the website, per country, on a DynamoDB table. CI/CD pipelines are configured using GitHub Actions to automate deployments. Backend resources are defined and managed programmatically (Infrastructure as Code) using AWS SAM.

[Cloud Webserver](#)

Developed Games@Cloud, a custom cloud orchestration system on AWS designed to execute demanding computational tasks. The webserver extract request complexity metrics and store them in DynamoDB to help future scheduling decisions. A central Load Balancer and Auto-Scaler dynamically routes tasks to either EC2 or AWS Lambda based on the estimated complexity of incoming requests. This project involved building custom scaling and load balancing logic to achieve high performance while minimizing cloud expenditure.

Others

All of my projects are available on [Github](#).