



Ricardo Costa

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ABOUT Software Engineering student interested in building reliable, scalable software. Experience in static analysis, type systems, and cloud-based web applications, with recent work focused on improving the developer experience of a software verification tool.

EDUCATION

[2024 – 2026]

MSc in Computer Science and Engineering

Faculdade de Ciências da Universidade de Lisboa (FCUL)

Current Grade: 17/20

Specialization: Software Engineering

Thesis: “Improving the Usability of LiquidJava”

Main Courses: Software Design (17/20), Cloud Computing (18/20), Software Security (17/20), Software Verification and Validation (16/20), Compiling Techniques (18/20), Mobile Computing (19/20)

[2021 – 2024]

BSc in Computer Science and Engineering

Instituto Superior de Engenharia de Lisboa (ISEL)

Final Grade: 15/20

Final Project: “NoteSpace - Multi-platform Web Application for Real-Time Document Collaboration & Sharing” (18/20)

Main Courses: Programming (19/20), Software Laboratory (20/20), Algorithms and Data Structures (16/20), Web Programming (17/20), Mobile Programming (16/20)

TECHNOLOGIES

Programming Languages

Python | Java | JavaScript | TypeScript | Rust | Kotlin | Go | C | C#

Cloud & DevOps

Cloudflare Workers | GCP | Docker | Kubernetes | Git | Linux

Web Development

HTML | CSS | React | Node.js | Express | Spring Boot | Vite | Webpack

Mobile Development

Android | Jetpack Compose

Databases

Cloudflare KV | PostgreSQL | Firestore | MongoDB | Elasticsearch

Compilers & Static Analysis

Parsing | Type Systems | Liquid Types | SMT Solvers

ACADEMIC PROJECTS

NoteSpace - Real-time collaborative editor with markdown and version control support

liquidjava - Contributed to a Java liquid type checker, improving diagnostics and verification (70+ PRs)

vscode-liquidjava - Extended IDE integration for reading, writing, and debugging refinements (40+ PRs)

aguda-rs - Compiler for a custom programming language implemented in Rust

PERSONAL PROJECTS

cf ai code reviewer - Lightweight AI code review application powered by Cloudflare Workers AI and KV

Threadit - Reddit clone REST API built with microservices architecture using gRPC deployed on GCP

Sketch.io - Multiplayer drawing and guessing game using React, Node.js, and Socket.IO

passman - Secure multi-user CLI password manager with local encrypted storage built in Rust

High Contrast - 2D platformer mobile game built in Unity with C#

AdventOfCode - My solutions for the Advent of Code coding puzzles using Python