

Paulo Cunha

Lead Engineer | Product, Systems Architecture & AI

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Lead Engineer with a strong product sense and a track record of turning ambiguous problems into practical solutions. I focus on solving the actual bottleneck — whether that means untangling legacy architecture, unblocking team delivery, or applying AI where it genuinely adds leverage.

Experience

NOV 2023–PRESENT

Tech Lead / Lead Engineer

GAN Integrity · Copenhagen, Denmark

Hands-on leadership: Wrote code while stepping in to build and lead 4 different teams through company restructures.

AI in Production: Early advocate for agentic coding. Set up our AI production basics (observability, prompts, cost control) and built an MCP-based architecture so services could expose tools directly to product agents.

Automating the easy questions: Built an internal RAG bot that answers ~50% of incoming CS-to-Engineering questions on its own.

Changing slow processes: Used Shape Up to take an initiative that had been stuck for months and ship it in 4 weeks. Introduced error logging, product analytics, and feature flags, to decouple deployments from releases.

Accelerating the team: Currently fixing frontend tech debt by restructuring the codebase for clear team ownership, adding a BFF layer, and building a component library.

Tech: Angular · Typescript · Node.js · AWS · Kubernetes

NOV 2021–AUG 2023

Tech Lead / Lead Engineer

Dixa · Copenhagen, Denmark

Shipping AI features faster: Shifted the AI team away from long research cycles to shipping production features (spam detection, topic clustering, semantic similarity) iteratively.

Reliable ML pipelines: Implemented experiment tracking, training pipelines with data traceability and assisted in data science and backend engineering tasks.

Scaling developer experience: Joined the Platform team to architect a monorepo setup and build a Backstage developer portal integrated into core internal systems.

Tech: React · Typescript · Python · AWS Sagemaker · Kubernetes · Backstage

OCT 2019–JUL 2021

Founder
Independent Venture

Trying to start a CAD startup: Quit my job to make CAD software act like an IDE with instant feedback and automated repetitive tasks so architects could focus on creativity. The insight was to use techniques from game engines.

Product & market lessons: Experienced firsthand why few startups work on CAD: the sheer amount of groundwork needed just to build a viable prototype.

Learning systems engineering: Prototyped rendering pipelines, a DSL interpreter, custom version control, and ECS architectures using Rust.

Tech: Rust · Bazel · gfx-hal · Three.js · WebAssembly · React

SEP 2017–SEP 2019

Software Engineer
Trustpilot · Copenhagen, Denmark

Scaling frontend across 8 teams: Co-led the product-wide move from AngularJS to React as part of a 2-person platform team by building shared libraries and reference code.

Enabling independent deploys: Built a service-worker-based microsites architecture that let teams deploy independently without sacrificing performance or client UX.

Better UI in less time: Created a strict design system which made bad UI decisions almost impossible to code and dropping UI development times from weeks to hours.

Tech: React · Redux · AngularJS · Typescript · AWS

MAY 2013–MAY 2016

Architect
MER Architects · Stockholm, Sweden

Standardized Workflows: Sped up our team's workflow by building and maintaining standard BIM models and project template files.

Activity Based Design: Designed office space layouts tailored to how clients actually worked—developing user-centric insights I later brought into software development.

Education

AUG 2010–JUN 2012

Master Degree · Architecture
Royal Danish Academy of Fine Arts · Copenhagen, Denmark

SEP 2006–JUN 2010

Bachelor · Architecture
Instituto Superior Tecnico · Lisbon, Portugal

Led student association (NucleAr), organizing talks and events; resurrected the digital lab and restored student access to the laser cutter.

Speaking & Credentials

Talk: Ahead of Time Compilation with Prepack — Copenhagen React Meetup (Watch on YouTube)

Certification: Machine Learning Engineering for Production (MLOps) Specialization — Coursera (06/2022)

Languages: Portuguese, English, Danish, Swedish