

HENRIQUE MORAES

Product Owner · AI-RAN & 5G Baseband R&D

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Lisbon, Portugal · Open to travel and client-facing work

PROFESSIONAL SUMMARY

Product Owner at Nokia R&D for 5G Baseband software, promoted from Software Engineer through Scrum Master in under two years on the same product area. I own feature selection, backlog prioritization, effort estimation and risk assessment across 2 engineering teams inside Nokia's AI-RAN programme. A hands-on background in C++, Kubernetes and distributed systems gives me credibility with engineers, and lets me translate technical complexity into clear priorities for architects, managers and business stakeholders. The part of the job I enjoy most is the human one: bringing together people with different perspectives and turning complex problems into decisions they can act on. Working toward customer-facing leadership roles where technical depth supports relationship building, strategic problem solving and international collaboration.

EXPERIENCE

Product Owner · Nokia

Jul 2026 – Present

Product ownership for 5G Baseband R&D across 2 engineering teams, in the context of Nokia's AI-RAN programme

- Own feature selection and backlog prioritization across 2 R&D engineering teams, balancing customer value, technical constraints and delivery timelines to decide what gets built, when, and in which order
- Translate customer and system requirements into estimable backlog items with clear acceptance criteria, in alignment with senior product leadership and release plans
- Run effort estimation and risk assessment for upcoming features, drawing on hands-on experience in the same codebase to calibrate engineering estimates
- Coordinate cross-team dependencies and stakeholder alignment with Scrum Masters, software architects and system engineers, clearing blockers before they turn into delays
- Act as the interface between engineering and the business, presenting scope, trade-offs and delivery risk to senior product leadership and non-technical stakeholders in terms they can decide on
- Use LLM-assisted workflows for feature analysis, documentation and planning preparation

Scrum Master · Nokia

Nov 2025 – Jun 2026

Agile delivery leadership for an R&D engineering team building 5G Baseband infrastructure, held in parallel with the software engineering role

- Facilitated all Scrum ceremonies (sprint planning, daily standups, reviews, retrospectives) for a cross-functional team of 10 engineers, consistently achieving on-time sprint delivery
- Partnered with Product Owner to maintain a prioritized backlog, translating complex network infrastructure requirements into actionable sprint goals and reducing scope-creep incidents
- Identified and removed technical and organizational blockers through structured dependency tracking in Jira, cutting average blocker resolution time by around 2 days and increasing team throughput
- Introduced AI-assisted tooling (LLMs) into sprint documentation and retrospective analysis, cutting ceremony preparation time for the whole team by around 40%
- Coached engineers on Agile principles, helping the team become more self-organizing and predictable across successive sprints

Software Engineer · Nokia

Jan 2025 – Jun 2026

R&D · RAN / Baseband platform (5G Mobile Networks) · Stack: C++, Kubernetes, Docker, Linux, Python, Bash

- Engineered synchronization mechanisms for Kubernetes pods in Nokia's Baseband SoC environment, ensuring high availability and data consistency across distributed nodes in real-time telecom contexts
- Integrated low-level C++ software components with containerized microservices, optimizing latency-critical modules and reducing resource consumption in production network deployments

- Diagnosed and resolved complex synchronization failures in a distributed microservices architecture, improving system stability and deployment reliability for Mobile Networks R&D
- Contributed to CI/CD pipeline enhancements and container orchestration, reducing deployment cycle times across the team

Software Engineering Projects · 42 Lisboa

Sep 2022 – Apr 2025

Peer-driven, project-based engineering school · C, C++, Python, JavaScript, Docker, PostgreSQL, Django

- Built a full-stack real-time multiplayer Pong platform (Django, Bootstrap 5, JWT, 2FA, WebSockets, REST APIs, microservices) with secure authentication and live gameplay
- Developed a high-performance IRC server in C++ handling 50+ simultaneous connections through non-blocking I/O, multi-threading and multiplexed sockets (select/poll)
- Engineered Cub3D, a 3D game engine in C using ray casting and matrix transformations, tuned to run smoothly on resource-constrained systems
- Automated multi-service deployment pipelines with Docker, Docker Compose, Nginx, MariaDB and WordPress, making environments fully reproducible

SKILLS

Product / Agile	Product Ownership, Feature Selection, Backlog Prioritization, Roadmap Planning, Effort Estimation, Risk Assessment, Stakeholder Management, Customer Engagement, Requirements Elicitation, Client & Stakeholder Communication, Relationship Building, Technical Presentations, Cross-functional Collaboration, Scrum, Jira, Confluence, OKRs
Engineering	C++, Python, Kubernetes, Docker, Linux, Bash, Git, CI/CD, Distributed Systems, Microservices, REST APIs, WebSockets
AI & Tools	LLM Workflow Integration, Prompt Engineering, Claude, GitHub Copilot, AI-Augmented Development, Notion
Domain	5G / RAN / Baseband, AI-RAN, Mobile Networks, Real-Time Systems, Network Synchronisation, Telecom Infrastructure
Languages	Portuguese (native) · English (fluent) · Spanish (advanced)

EDUCATION

BSc Computer Engineering · ISCTE – Instituto Universitário de Lisboa

Sep 2025 – Jul 2027 (expected)

- Coursework: Algorithms & Data Structures, Operating Systems, Distributed Systems, Artificial Intelligence, Computer Architecture, Software Engineering

Software Engineering Programme · 42 Lisboa

Sep 2022 – Apr 2025

- Intensive peer-to-peer curriculum: C, C++, Python, JavaScript, Unix systems, network programming, algorithms

PERSONAL PROJECTS

- iOS App: location-aware iOS application built with Swift, CoreLocation, UIKit, and CoreBluetooth
- Discord Bots: translation and server-management bots built with Node.js and Discord.js
- Personal Site: hvmoraes.github.io, professional portfolio and project showcase

ADDITIONAL

- GitHub: github.com/hvmoraes, 33 public repositories spanning low-level systems and full-stack projects
- Volunteering: Scouts (leadership, outdoor), Cascais Jovem (youth development, community events, education & health workshops)
- Interests: Photography, Travel, Boulderling, Krav Maga, EVs, Personal Finance