

ISAAC SANTOS

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MAIA, PORTUGAL

Informatics and Computer Engineering second year bachelor student and member of NIAEFEUP student branch at Faculty of Engineering of University of Porto

EDUCATION

Faculty of Engineering of University of Porto | GPA: 17/20
B.S. | Informatics and Computer Engineering

September 2024 - Currently
Porto, Portugal

EXPERIENCE

Full-Stack Developer Intern – Web-Based Code Transformation Platform July 2025 – August 2025
INESC TEC Porto, Portugal

- Developed a full-stack web platform using TypeScript, Node.js/Express, and Docker containerization with a VS Code extension for browser-based code transformation workflows.
- Key Technologies: Docker, Git, TypeScript, Node.js, OpenVSCode-Server, HTML, CSS

AEFEUP Student Branch Informatics Division Member (NIAEFEUP) September 2024 - Currently
AEFEUP Porto, Portugal

- Collaborative development on projects that affect the whole faculty such as “Uni” flutter app, AEFEUP Student Branch Informatics Division Website and “Nitsig” browser extension, collaborating with staff and meeting tight deadlines..

PROJECTS

MyNotes (Flutter & Firebase Application) August 2025 - September 2025

- Built a cross-platform notes app with Flutter and Firebase. Implemented rich-text editing, image support, to-do lists, and real-time sync with Firestore.

Personal Portfolio Website October 2025

- Built a responsive portfolio website using HTML5, TailwindCSS, and vanilla JavaScript. Created reusable Web Components for project cards with expandable details. Designed mobile-first layout with sticky navigation and deployed on GitHub Pages.

NIAEFEUP Website (Student Branch) October 2024 - Present

- Developed the frontend with SvelteKit, TypeScript, and TailwindCSS. Set up Docker-based development environments for consistent team workflow.

RGB Image Processing Pipeline May 2025 - June 2025

- Created a C++ tool for 8-bit RGB image processing. Designed and implemented a custom scripting language (Scrim) for flexible batch operations.

Bad Ice Cream Game January 2025 - June 2025

- Built a 2D arcade game using Pygame. Implemented smooth animations, collision detection, and responsive player controls.

SKILLS

Technologies: Git, Docker, Flutter, Firebase, Svelte, TailwindCSS, PyGame

Programming Languages: Python, Dart, C/C++, HTML/CSS, TypeScript, JavaScript

Languages:

- Portuguese: C2 - native,
- English: C1 - fluent