

ISAAC SANTOS

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MAIA, PORTUGAL

2nd-year Informatics and Computer Engineering student at FEUP, member of NIAEFEUP and ArmisLab student branches, passionate about full-stack development and applied AI.

EDUCATION

Faculty of Engineering of University of Porto | *GPA: 17/20* *September 2024 - Present*
B.S. | *Informatics and Computer Engineering* *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 with a VS Code extension for browser-based code transformation.
- Key technologies: Docker, Git, TypeScript, Node.js, OpenVSCode-Server, HTML, CSS.

Informatics Division Member – NIAEFEUP Student Branch *September 2024 – Present*
AEFEUP *Porto, Portugal*

- Collaborated on faculty-wide projects including the “Uni” app and NIAEFEUP website.
- Worked in a team-based agile environment, contributing to full-stack web development tasks and internal tools.

Operations Department Member – SINF (Semana da Informática da FEUP) *October 2025*
NIAEFEUP *Porto, Portugal*

- Managed logistics and communication between sponsors, speakers, and participants.

AI Division Founding Member – ArmisLab Student Branch *October 2025 – Present*
Armis *Porto, Portugal*

- Implementing person detection pipelines with **Python**, **OpenCV**, and **YOLO-based models**, logging results to **PostgreSQL**.
- Building a local **Flask** web dashboard with data visualization (Chart.js/Plotly) and deployed using **Nginx**.

PROJECTS

MyNotes (Flutter & Firebase App) *August 2025 – September 2025*

- Built a cross-platform notes app with real-time sync, rich-text editing, and image support using Firebase and Flutter.

NIAEFEUP Website (Student Branch) *October 2024 – Present*

- Developed the frontend using SvelteKit, TypeScript, and TailwindCSS.
- Set up Docker-based environments to standardize the development workflow.

LDTS Switch Survivors (2-player Co-op Game) *September 2025 – January 2026*

- Developed a 2-player cooperative survival game with arena switching mechanics using **Java** and **Gradle**.
- Implemented core systems for player controls, enemy spawning/AI, health, score tracking, and upgrades.

Personal Portfolio Website *October 2025*

- Designed and deployed a responsive, mobile-first portfolio using HTML5, TailwindCSS, and Cloudflare Workers.

SKILLS

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

Programming Languages: Python, Dart, C/C++, TypeScript/JavaScript, Java, SQLite

Languages: Portuguese (C2 – native), English (C1 – fluent)