

Simão Barbosa

Full Stack Software Engineer

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Summary

Software Engineering student at FEUP specializing in full-stack development. Passionate about simplicity, intention, and building software that real people rely on, with hands-on experience leading open-source projects and deploying applications to thousands of active users.

Education

Faculty of Engineering of the University of Porto

Master in Software Engineering

September 2026 – Expected June 2028

Bachelor in Informatics and Computing Engineering

September 2023 – June 2026

Experience

Armis Group

Full Stack Engineer Intern

Porto, Portugal

February 2026 – June 2026

- Independently designed and implemented 8 new API endpoints within a microservices architecture, building a full-stack backoffice feature end to end using .NET Core and Angular to manage and monitor Bluetooth beacons.
- Integrated Mappedin 3D mapping APIs, allowing administrators to visually position and configure Bluetooth devices directly on interactive floor plans

NIAEFEUP

Project Manager

Porto, Portugal

May 2026 – Present

- Leading the development of **uni**, an open-source Flutter application widely adopted by students to more easily organize their academic life and schedule.
- Successfully managed the app's iOS and Android deployment to 5,000+ active users, and currently preparing for scalability and integration into other university faculties.

Member

October 2024 – Present

- Contributed to the UI/UX redesign of **uni**, resolving 30+ issues and shipping several major features, alongside interface fixes and usability improvements.

Projects

PingPong Q&A

December 2025

- Engineered a collaborative knowledge-sharing platform featuring real-time WebSocket notifications, OAuth authentication, and role-based access control.
- Designed a relational PostgreSQL database architecture utilizing GIN indexes for high-performance full-text search and automated data anonymization workflows.
- Tools Used: Laravel, PHP, PostgreSQL, Docker, WebSockets (Pusher), Tailwind CSS

Fallbound

December 2024

- Developed a text-based 2D game in Java with procedurally generated platforms and enemy encounters.
- Applied SOLID principles and rigorous unit testing to ensure high code quality and maintainability.
- Tools Used: Java, Gradle, Spock, Mockito, Lanterna

Skills

Languages: Go, Python, JavaScript, TypeScript, Java, C, C++, C#, Dart, PHP, SQL

Frameworks & Libraries: React, Angular, Svelte, Flutter, .NET Core, FastAPI, Laravel, Tailwind CSS

Backend & Systems: Microservices & API Architecture, REST, OAuth, WebSockets, SQL & Data Modeling (PostgreSQL), Data Structures & Algorithms

Tooling & Practices: Git, Docker, CI/CD & Release Engineering, Testing (Mockito, Spock), Observability & Production Debugging, Linux

Spoken Languages: Portuguese (Native), English (Fluent)