

Simão Barbosa

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About Me

Final-year Informatics and Computing Engineering student at FEUP specializing in full-stack development. Passionate about building highly scalable, end-to-end solutions, 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
Bachelor in Informatics and Computing Engineering

September 2023 – Expected June 2026

Experience

NIAEFEUP 

Project Manager

Porto, Portugal

May 2026 – Present

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

Member

October 2024 – Present

- Collaborated on the UI/UX redesign of **uni**, helping to create a modern and intuitive user interface.

Armis Group 

Full-stack Engineer Intern

Porto, Portugal

February 2026 – June 2026

- Engineered a centralized full-stack backoffice platform for indoor wayfinding systems using .NET Core and Angular, enabling the efficient management and monitoring of Bluetooth beacons.

Projects

PingPong Q&A 

December 2025

- Engineered a scalable collaborative knowledge-sharing platform featuring real-time WebSocket notifications, OAuth authentication, and role-based access control.
- Designed a robust 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

Inclui 

May 2025

- Developed a mobile application to find and report accessibility problems in public spaces using community data.
- Tools Used: Flutter, Dart, Firebase, Google Maps API, Geolocator

Fallbound 

December 2024

- Developed a text-based 2D platformer game in Java featuring 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

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

Frameworks: React, Flutter, .NET Core, FastAPI, Laravel, Tailwind CSS

Databases & Tools: PostgreSQL, SQLite3, Git, Docker, Linux, TrueNAS

Languages

Portuguese (Native) | English (Fluent)