

ISAAC SANTOS

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MAIA, PORTUGAL

3rd-year Informatics and Computer Engineering student at FEUP, project manager at NIAEFEUP and member at 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.

Project Manager – NIAEFEUP Student Branch *September 2024 – Present*
AEFEUP Porto, Portugal

- Currently managing a team for the development of the **NIAEFEUP Website** utilizing **SvelteKit** and **TailwindCSS** for the [frontend](#), and NestJS with PostgreSQL for the [backend](#), standardizing workflows with Docker.

Operations Department Member – SINF (Semana da Informática FEUP) *July 2025 - Setember 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

MaxFlowDA (Scientific Paper Assigner) *March 2026 – April 2026*

- Developed a C++ tool using the Edmonds-Karp algorithm to optimize scientific paper-reviewer assignments via bipartite graph modeling.
- Implemented a risk analysis feature to evaluate assignment robustness against reviewer unavailability.

Memory Map (Flutter Travel App) *May 2026*

- Developed a cross-platform mobile application during the Shift Appens 2026 hackathon to centralize travel memories and coordinate group itineraries.

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.

SKILLS

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

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

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