Isaac Santos

isaac.absantos@gmail.com | isaac3105.pages.dev/ | github.com/isaac3105 | linkedin.com/isaac-santos

Maia, Portugal

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

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.

Undergraduate Teaching Assistant (Clínica L.EIC) – FEUP *September 2026 – Present*
Faculty of Engineering of University of Porto *Porto, Portugal*

- Mentoring first-year informatics and computer engineering students through weekly open-hours sessions.
- Clarifying complex concepts in Calculus and core programming courses.

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 database for the backend, standardizing workflows with Docker.

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

- Developing the Server Agents AI project to create custom cloud-hosted agents accessible via Telegram and GitHub, utilizing Terraform, Docker, and OpenClaw.
- Implementing person detection pipelines with Python, OpenCV, and YOLO-based models, logging results to PostgreSQL.
- Built a local Flask web dashboard with data visualization (Chart.js/Plotly) and deployed using Nginx.

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

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

Projects

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, React
Programming Languages: Python, Dart, C/C++, TypeScript/JavaScript, Java, Kotlin, SQLite, PHP, Haskell
Languages: Portuguese (C2 – native), English (C1 – fluent)