MIGUEL CHARCHALIS

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Computer science student passionate about developing innovative solutions across various technologies. Has experience in building APIs, managing databases, crafting responsive frontends, and creating mobile applications. Seeking an internship opportunity to enhance programming skills, contribute to impactful projects, and gain hands-on experience in a corporate environment.

Experience

FSAC - Mobile Application   Date (e.g., July 2023 –)
Spontaneous Casual Meetup Planning Platform   *Porto, Portugal*

- Designed and developed a mobile app to streamline spontaneous social planning, enabling users to notify friends they are available for casual meetups with a single tap.
- Implemented a real-time chat feature using **Socket.IO** for seamless communication between users.
- Built the frontend with **React Native** for a responsive and intuitive user experience.
- Developed a robust backend using **Node.js** and **SQLite**, ensuring efficient data handling and server performance.

TreasureBids - University Project   September 2024 – January 2025
Online Auction Platform   *Porto, Portugal*

- Developed a real-time bidding system with followed auctions and notifications to enhance user engagement.
- Built a robust backend using **Laravel (PHP)** and **PostgreSQL** for secure and efficient data management.
- Created a responsive frontend with **HTML**, **CSS**, and **JavaScript**, ensuring seamless usability across devices.
- Implemented client-side and server-side validation to provide a safe and reliable auction experience.

CouchPotato - University Project   February 2024 – June 2024
Furniture Donation Platform   *Porto, Portugal*

- Developed a responsive chat feature to enable real-time communication between furniture donors and recipients.
- Implemented a feed to display available furniture items, improving user experience and accessibility.
- Use **Flutter** for cross-platform development and **Firebase** for backend services, including authentication and real-time NoSql data management.

Education

Computer Science Student   **Faculty of Engineering, University of Porto (FEUP)**
Porto, Portugal

Technical Skills

Languages: Python, Java, C, C++, HTML/CSS, JavaScript, PHP, SQL
Technologies/Frameworks: React, React Native, Redux, GitLab, Github, Flutter, Laravel, PostgreSQL, SQLite, Bootstrap, Socket.io, Docker