

Pedro Miguel Araújo Salgado

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Education

University of Porto – Faculty of Engineering

Bachelor's Degree in Informatics and Computing Engineering

GPA: 16/20

Porto, Portugal

07/2026

Projects

Route Planning Tool (C++)

2025

- Implemented a Graph data structure to represent a city or location.
- Developed algorithms to compute optimal routes on the graph-based implementation.
- Designed a simple interface to test and interact with the application.
- Parsed and processed data to construct the graph structure.

Freelance Services Web Platform (PHP, SQLite, JS)

2025

- Built a responsive freelancing platform using HTML, CSS, JavaScript, PHP, and SQLite.
- Focused on interactivity, secure authentication, and responsive UI design.
- Implemented service listings, user registration, messaging, and job posting features.

StudySphere – Mobile App (Flutter)

2025

- Developed a cross-platform app using Flutter and Dart to enhance collaborative study.
- Implemented features to create and join study rooms for real-time group interaction.
- Integrated forum-style discussion boards to allow users to share questions and answers.
- Focused on intuitive UI design, state management, and responsive layout across devices.

Traffic Racer – 2D Game (Java)

2024

- Developed a 2D racing game using Java and the Lanterna library.
- Applied design patterns and adhered to SOLID principles.
- Implemented game mechanics, designed a structured game loop, and built a simple UI.
- Ensured code maintainability and scalability through modular architecture.

Skills, Technologies & Languages

Skills: Data Structures and Algorithms; Object-Oriented Programming (OOP); Software Design Patterns; Unit Testing

Technologies: Git; GitHub; C++; Java; Python; SQL

Languages: Portuguese; English