Gonçalo Frutuoso

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Summary

Master's student in Engineering with a dual focus on Distributed Systems and Bio-Informatics. Passionate about full-stack development, blockchain, and mobile/web solutions, with hands-on experience through internships and freelance projects.

Education

Instituto Superior Técnico - Universidade de Lisboa   **Sep 2024 – Current**
Mestrado em Engenharia Informática e de Computadores   *Lisboa, Portugal*
- Double Majoring in **Distributed Systems** and **Bio-Informatics**
- Also taking courses in other majors that align with my interests

Instituto Superior de Engenharia de Lisboa   **Sep 2021 – Jul 2024**
Licenciatura em Engenharia Informática e de Computadores   —   **Final Grade: 14**   *Lisboa, Portugal*
- Strong skills in Computer and Software Engineering
- Thesis: **SCAR: Smart Solution Academic Registry**   —   Grade: **18/20**
- **180.5 ECTS credits**   —   EQF Level 6

Technical Skills

Languages: Kotlin, Java, Python, JavaScript, TypeScript, Solidity, Swift, Groovy

Backend Development: Spring, Node.js, Nginx, Docker, Jenkins

Frontend Development: React.js, React Native, Jetpack Compose, SwiftUI, HTML, CSS, Bootstrap, Webpack

Databases: PostgreSQL, MongoDB, ElasticSearch, Firestore, MySQL

Tools & Platforms: Git, GitHub, GCP, AWS, Linux, LaTeX, Jira

Other: Android, Blockchain Development

Projects

SCAR: Smart Contract Academic Registry | *Demo Video*   **Blockchain | Solidity | React Native**
- Developed **DiGo Certify App**, a blockchain-based solution to verify academic credentials and combat phony certifications
- Implemented **smart contracts** using **Solidity** to automate and secure credential validation, ensuring GDPR compliance
- Integrated **Web3** with Expo React Native for a seamless interface between traditional systems and blockchain data

Gomoku Full-Stack Game | Web & API | Mobile   **Kotlin, Spring Boot, Nginx, ReactJS, TypeScript**
- Developed a full-stack Gomoku game with a backend API built using Spring Boot, Kotlin, and Nginx
- Implemented a web application in ReactJS (TypeScript) and a native Android app in Kotlin for a unified gaming experience

Work Experience

Sky Portugal   **Jul 2025 – Aug 2025**
Frontend Apprentice   *Portugal*
- Developed an **Apple TV** application using **Swift**, enhancing the platform's user interface and functionality
- Implemented **CI/CD pipelines** with **Jenkins** and **Groovy**, streamlining performance reporting and deployment workflows
- Collaborated with cross-functional teams in an **Agile** environment, gaining exposure to DevOps practices

Universidade Lusófona   **Jun 2023 – Oct 2023**
Programmer   *Lisboa, Portugal*
- Developed an intuitive **GUI** using **Python** and **CustomTkinter** to streamline data collection for a Tension Testing Machine
- Enhanced user experience and data accuracy through effective human-computer interaction design

Awards & Achievements

Deloitte Merit Award   **Apr 2025**
- Awarded for achieving the **best group performance** in the Software Architecture course at Instituto Superior Técnico

Interests & Hobbies

Sports & Outdoor Activities   **Ongoing**
- **Boxing**: Developed balance between personal and academic life
- **Skimboarding & Surfing**: Passionate about water sports and ocean activities
- **Motocross**: 4-wheel motorcycle riding since age 7, honing risk management and precision

Technical Hobbies   **Ongoing**
- **Car Restoration**: Hands-on mechanical work and problem-solving through automotive projects