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<u>Expertise</u>

Languages

HTML, CSS, JavaScript, Python, PHP, Java, Dart

Frameworks

React, Flutter, Laravel

Tools

Unity, Figma, Git

Databases

MySQL, SQL, Firebase

<u>Languages</u>

English	C2
Portuguese	Native
Spanish	B1

Hugo Monteiro

Web and software developer

About Me

Web developer with a deep interest in UI/UX design and software developer with a love for everything technology and the web. Strong foundations in web development, software engineering, and information systems.

I've led and collaborated with diverse teams, in international projects, contributing to the development of various tools and applications. Open to new opportunities globally.

Projects

ECoal23 (March 2023, Lens, France)

- Collaborated with a team to develop *Soccer Savvy*, a web app in React for football fans, applying SCRUM methodologies throughout the development.
- Led the UI/UX design using Figma and implemented secure authentication using Laravel for the back end, ensuring user data protection and reducing login-related errors.
- Integrated an API of world football leagues, allowing for real-time updates on live matches and news.

15 Minute Eco City (September 2023, Łódź, Poland)

- Worked on developing an app promoting sustainable living in new cities.
- Created detailed UI/UX mockups using Figma, and contributed to user journey mapping, improving app usability.
- Designed core features, such as housing recommendations based on user preferences and eco-friendly lifestyle criteria.

Inclusive Internationalization (Feb 2024 - May 2024, Chania, Greece)

- Headed an international team of developers and therapists in charge of creating a Virtual Reality tool to help people on the autism spectrum, especially kids and teenagers, to cope with stressful situations.
- Developed, using Unity, the simulated environments, supermarkets and parks, with adjustable variables such as crowd size and noise levels, providing personalized stress management scenarios that improved participant involvement and engagement, used Agile development practices for iterative feedback.

Education

Bachelor's Degree in Computer Engineering

ISPGAYA

2021 - 2025

- Relevant Coursework: Software Engineering, Web Development, UI/UX Design, Database Management, Project Management, Mathematics.
- Proficient in Java and Python with multiple projects in those languages.
- Experienced in developing Android mobile apps with Dart (Flutter).
- Developed 20+ websites and applications throughout the degree, including several web projects using HTML, CSS, JS, PHP and React.js.
- Worked extensively with iterative methodologies, like Agile and SCRUM, on academic and extracurricular projects.
- Extensive experience in SQL and database management, working on projects involving database design, optimization, and data retrieval for web and mobile applications.