

# Hugo Monteiro

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<https://github.com/HugoMonteiro12>

## SUMMARY

Passionate about technology with a strong foundation in web development, software engineering and information systems.

Through participation in several international projects, I had the opportunity to lead and collaborate in diverse teams, contributing to the creation of various tools and applications.

I am a fast learner, and I am eager to bring my technical expertise to new roles.

Open to new opportunities globally.

## EDUCATION

### Bachelor's degree in Computer Engineering

ISPGAYA

September 2021 – January 2025 (expected)

- **Key Courses:** 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 Agile/SCRUM methodologies on academic and extracurricular projects.
- Gained extensive experience in SQL and database management, working on projects involving database design, optimization, and data retrieval for web and mobile applications.

## PROJECTS

### ECoal23 (Lens, France, March 2023)

- 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 Sustainable City (Łódź, Poland, September 2023)

- Worked to develop "Ipsum Vitae," 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 (Chania, Greece, Feb 2024 – May 2024)**

- Part of an international team of developers and therapists in charge of developing a Virtual Reality tool to help people on the autism spectrum, especially kids and teenagers, to cope with stressful situations, using Agile development practices for iterative feedback.
- Developed, using Unity, 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.

## **EXPERTISE**

- **Languages:** Python, PHP, Java, Dart, HTML, CSS, JS
- **Frameworks:** React, Flutter, Laravel
- **Tools:** Unity, Figma, Git
- **Databases:** MySQL, SQL, Firebase
- **Development Methodologies:** SCRUM, Agile

## **LANGUAGES**

- Portuguese (Native)
- English (C2)
- Spanish (B1)

## **CERTIFICATES**

### **Programming with Python** by Python Institute

- Completed the OpenEDG Python Institute Professional Certificate, deepening proficiency in Python for real-world applications, particularly in software development and data management.

### **Full-Stack Development** by MIMO

- Acquired comprehensive skills in web development, including proficiency in React, Node.js, Express.js, and SQL, for building modern, scalable web applications.

### **Career Essentials in Cybersecurity** by Microsoft

- Gained essential knowledge of cybersecurity, exploring the current threat landscape and learning how to implement core security concepts in software development.