JOÃO GUILHERME OLIVEIRA PORTO NUNES

Software Developer | Linux Enthusiast | Full-Stack Engineer

📍 Porto, Portugal   @ joaogui.opn@gmail.com   ◯ JGOPN   in joaogui-opn

BIO

Software developer with strong CS fundamentals, 5+ years Linux experience, and a passion for performance and clean code. Proficient in full-stack development (Java/Kotlin/Python) and infrastructure tools (Docker, Nginx, Git). Thrives in team environments and open-source ecosystems.

EDUCATION

Bachelor's in Computer Science
University of Porto (FCUP)

📅 2021 – 2025   📍 Porto, Portugal

Technical Course in IT
SENAI Norte 1

📅 2017 – 2018   📍 Joinville, Brazil

STRENGTHS

- Solid CS fundamentals (C, algorithms, data structures)
- 5+ years daily-driving Linux
- Full-stack: frontend, backend, and infrastructure
- Experienced in both modern and legacy tech stacks
- Security-conscious and performance-focused

SKILLS

Languages & Frameworks

Kotlin   Java   Python   C   TypeScript   Shell   SQL
FastAPI   Flask   Twisted   JavaScript   Angular

Mobile, Web & Frontend

HTML/CSS   jQuery   REST APIs   Django
Jetpack Compose   Retrofit   Firebase

Backend, DevOps & Systems

Docker   Git   Linux   Nginx   SSH   Systemd   Bash
REST APIs   Authentication   Wireshark   CI/CD Basics

LANGUAGES

Portuguese   ● ● ● ● ●

English (C1/C2)   ● ● ● ● ●

Spanish (B1/B2)   ● ● ● ◐ ○

EXPERIENCE

Head of IT Department
Minho Investment Association (Student Association)

📅 2021 – 2022   📍 Braga, Portugal

- Led a small team in developing and maintaining the institutional website.
- Provided technical support to other association members.

Curricular Internship
Adyta

📅 Mar – Aug 2025   📍 Porto, Portugal

- Developed whistleblowing channel features using Angular and Python with Twisted framework
- Optimized Docker-based infrastructure and system configs, reducing deployment time by 20%

PROJECTS

Android Movie Streaming App
📅 2024

- Developed a Kotlin-based app ecosystem for movie streaming with P2P file sharing via local Wi-Fi.
- Used Jetpack Compose, Retrofit, Firebase and Nginx; implemented efficient video decoding and async download manager.

C0 Compiler
📅 2023

- Compiler for the C0 language targeting 32-bit MIPS. Included lexer, parser, type checker, and code generator.
- Implemented with Haskell, Happy and Alex.

Contos de Reinos Distantes
📅 2018

- Web game with public scoreboards, admin area and a dynamic, point-and-click game inspired UI.
- Built using Twine, Java Servlets, MySQL, jQuery, and Apache.