

# Miguel Cabeça | Software Engineer

Lisbon, Portugal

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🌐 MiguelTheDeveloper

## Professional Summary

Results-oriented Software Engineer with a strong focus on **Mobile and Web development** (Dart/Flutter, JavaScript, Java). Experienced in building scalable applications and integrating backend systems in agile environments. Combining technical expertise in full-stack solutions with strong leadership skills demonstrated through student representation and project management roles. Passionate about DevOps, automation, and user-centric software engineering.

## Professional Experience

### TisaLabs

Cork, Ireland

Software Developer (Erasmus+ Internship)

Sep 2022 – Dec 2022

- Developed and optimized RESTful APIs, facilitating seamless data communication for IoT solutions using Go and Python.
- Integrated industrial communication protocols (**Modbus**, **SunSpec**) to retrieve and process real-time sensor data using **GraphQL**.
- Collaborated in an international agile team, utilizing **PostgreSQL** for data persistence and participating in code reviews to ensure high code quality.
- Gained adaptability skills by working in a full English-speaking professional environment.

### iKi Technologies (myEyes®)

Torres Vedras, Portugal

Software Engineer Intern

May 2021 – Jun 2022

- Focused heavily on backend development using **PHP** and **JavaScript** to support accessibility software ecosystems.
- Developed and maintained mobile components using **Flutter**, ensuring robust integration with server-side APIs.
- Assisted in the full software development lifecycle (SDLC), contributing to code maintenance and feature implementation.

## Technical Projects

### ○ Sustainability App (Full-Stack Project Manager)

Nov 2025 – Present

Leading the development of a mobile app using **Flutter** and **Express.js**. Defining technical architecture, managing the product roadmap, and implementing core backend RESTful services.

### ○ HomeLab Infrastructure (Proxmox & Linux)

2024 – Present

Designed and deployed a personal homelab server using **Proxmox**. Automated the deployment of services (APIs, Game Servers, Web Apps) using Linux scripting and containerization. Implemented secure networking and monitoring dashboards.

### ○ Web Rádio Carnaval (Flutter App)

2022 – 2023

Developed a cross-platform mobile application using **Dart** and **Flutter** for a local web radio station. Focused on UX/UI design to ensure intuitive navigation and integrated robust audio streaming capabilities.

## Leadership & Volunteering

### Associação CADI

Lisbon, Portugal

Coordinator (Prev. Board Member)

Apr 2025 – Present

- Leading student operations and managing a team of club managers.
- Previously managed the "CADI Drive" project as a Board Member, organizing essential academic resources and significantly improving information retrieval for students.

### Students' Union (AEFCL)

Lisbon, Portugal

Board Member (Educational Policy)

Nov 2025 – Present

- Serving on the Faculty Student Union board, collaborating with governing bodies to analyze curricular plans and implement pedagogical improvements.

### Faculty of Sciences, University of Lisbon (FCUL)

Lisbon, Portugal

Student Representative

2024 – 2025

- Elected to represent the **Computer Engineering** student cohort (1st and 2nd year), acting as a liaison between peers and faculty members to address pedagogical concerns.

## Technical Skills

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- **Languages:** JavaScript, PHP, Java, Dart, Python, Go (Golang), SQL.
- **Frameworks & Libraries:** Flutter, Node.js, Express.js, GraphQL, REST APIs.
- **Infrastructure & Tools:** Docker, PostgreSQL, Linux (Bash/Shell), Proxmox, Git.
- **Languages:** Portuguese (Native), English (Professional Working Proficiency).

## Education

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**Faculty of Sciences, University of Lisbon (FCUL)**

*BSc in Computer Engineering (Licenciatura)*

**Lisbon**

*2024 – 2027 (Expected)*

**Escola Secundária Madeira Torres**

*Vocational Course in Computer Programming (Level 4)*

**Torres Vedras**

*2019 – 2022*