

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

- **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

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