# Constança Cunha

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### PROFESSIONAL SUMMARY

Creative and detail-driven Software Engineer with a keen eye for design and a passion for intuitive digital experiences. Merging strong backend logic with user-first front-end finesse, I craft interactive tools that feel as good as they function. From scalable Python systems to playful mobile interfaces, I thrive in turning complex problems into elegant, human-friendly solutions. My experience spans fintech, UX research, and multimedia design — all fueled by curiosity, collaboration, and an obsession with delightful usability.

# EDUCATION

#### Instituto Superior Técnico

2020 - Present

B.Sc and M.Sc. in Computer Science, Major in Interaction and Visualization

Lisbon, Portugal

- Thesis: Multimodal usability evaluation using heuristic analysis, task performance, and self-reported metrics to enhance emotionally aware interface design.
- Relevant Coursework: Algorithms, Data Structures, Software Engineering, Human-Computer Interaction, Machine Learning, Probability & Statistics

# Professional Experience

Sky Portugal

2024

Front-End Developer Intern

Lisbon, Portugal

- o Achievements: Built a diagnostics web app from scratch for STB devices, optimizing internal tooling and operational visibility.
- Responsibilities: Designed and implemented key diagnostics features in JavaScript, HTML, CSS. Integrated data exports and API monitoring to streamline workflows.

# SINFO — Instituto Superior Técnico

2022 - 2025

Coordinator and Multimedia Designer

Lisbon, Portugal

- o Achievements: Created 30+ branded materials over two editions, including posters, social media visuals, and merchandise; drove engagement with 2 top-performing Instagram posts. Led recruitment design for SINFO 31.
- Responsibilities: Oversaw cross-departmental coordination as part of the leadership team for Portugal's largest free tech conference (5000+ attendees, 85+ companies, 15+ global speakers).

#### Diferencial — Instituto Superior Técnico

2021 - 2023

Head of Human Resources

Lisbon, Portugal

- Achievements: Promoted from journalist to head role within two months; recruited 56 new members and boosted team satisfaction by 65% through cultural initiatives.
- Responsibilities: Managed onboarding, internal administration, and team-building for a student-run newspaper and event organizer. Cultivated diversity and retention across departments.

# TECHNICAL PROJECTS

# SageBook Case Study | Prototype

Cooking Learning App (WIP)

o iOS/Mobile App: Interactive cooking assistant with step-by-step guidance, skill tutorials, and gamification. Features cottagecore aesthetic, personalized recommendations, and community-driven tips.

# ${\bf Cottage Tunes\ Git Hub}$

Cottagecore-Themed iOS Music Player

• SwiftUI App: Whimsical music player with cottagecore aesthetic, featuring music playback, favorites system, search functionality, and custom floral UI elements.

## TECHNICAL SKILLS

- Languages: Python, JavaScript, Java, Julia, C/C++, Prolog, Assembly
- Web/Systems: HTML5, CSS3, Git, REST APIs, Debugging, Testing, Automation
- Frameworks/Tools: Figma, SwiftUI, UIKit, React
- Design: Figma, Illustrator, Photoshop, Premiere Pro, After Effects
- Soft Skills: Communication, Cross-Cultural Collaboration, Leadership, Problem-Solving

# VOLUNTEER WORK

• WebSummit (2022), Banco Alimentar (2012–2020), Re-Food (2016–2020), Math and Physics Tutor (2020–2022)

# Languages

• Portuguese (Native), English (C2), French (B2), Spanish (B1)