

# Reinaldo Sambinga

Backend Developer | Software Engineering | C++ | TypeScript | PostgreSQL

Ingombotas, Luanda, Angola | Contact: +244 954 218 536 | [sambingareinaldo@gmail.com](mailto:sambingareinaldo@gmail.com)

[linkedin.com/in/rsampling](https://linkedin.com/in/rsampling) - [github.com/rsampling](https://github.com/rsampling)

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## Objective

I am seeking an opportunity as a Backend Developer in Software Engineering or Data Analyst, with additional interest in Technical Support or Junior DevOps roles.

## Summary

I currently lead the backend development of "Bumbar", a platform connecting professionals and clients in Angola. I use Fastify, TypeScript, Prisma, and PostgreSQL, collaborating closely with the frontend team and handling the database modeling and technical documentation. At the Industrial Polytechnic Institute of Luanda, I coordinated technical and academic projects, managing tasks and deadlines in multi-stakeholder environments. In a previous project, I developed the "Uku" delivery system and custom APIs as both developer and technical delivery coordinator.

## Projects

### MapaZZZ – Malaria Mapping App (42 Luanda Hackathon – Finalist)

Offline mobile app using AI, geolocation, and national language translation to fight malaria in Angola. I acted as technical coordinator, developing the MVP with USSD notifications, a virtual assistant, educational modules, and risk forecasting based on climate data. The project was presented to authorities and awarded for its social impact and technological innovation.

## Experience

### Bumbar – Backend Developer (Fullstack Collaboration)

Led backend architecture using Fastify + TypeScript, database modeling with Prisma and PostgreSQL, and technical route documentation. Participated in product and frontend meetings to define project scope.

### **Uku – Delivery App Developer**

Developed a Flutter-based delivery app with a RESTful backend in PHP. Implemented login, image upload, and tracking features. Tested on real devices with CI workflows.

### **Industrial Polytechnic Institute of Luanda – Academic Project Manager**

Led practical academic projects, coordinating peers, technical deliveries, and solutions. Applied engineering fundamentals in multidisciplinary projects involving electronics, networking, and software.

## **Education**

### **42 Luanda – Software Engineering**

Project-based learning focused on real-world software engineering. Participated in modules such as Libft, Fract-ol, Philosophers, NetPractice, Cub3D, and advanced projects in C++ and STL. Emphasis on parallel programming, Makefiles, Git, and low-level development.

### **ISPTEC – Polytechnic Institute of Technologies and Sciences – Computer Engineering**

Courses included programming logic, computer networks, operating systems, data structures, and software engineering fundamentals.

### **Industrial Polytechnic Institute of Luanda**

Technical training focused on practical projects, basic electronics, programming languages (C, C#, SQL, PHP, JavaScript), system maintenance, and lab practices.

## **Languages**

Portuguese: Native, English: Intermediate (technical reading and conversation).

## **Skillset**

C, C++, TypeScript, Fastify, Prisma ORM, PostgreSQL, React, React Native, Flutter, Git, Shell, Linux, Docker, MySQL, HTML, CSS, Bootstrap, Tailwind, Firebase, Makefile, Programação Paralela, Programação Orientada a Objetos, Documentação Técnica, API RESTful.