

Reinaldo Sambinga

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

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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.