

Reinaldo Sambinga

Backend Developer | Software Engineering | Python | 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

Backend Developer with hands-on experience in API development, database design, and technical documentation. Currently leading the backend of Bumbar, a platform connecting workers and clients in Angola, using Fastify, TypeScript, Prisma, and PostgreSQL. Finalist at the 42 Luanda Hackathon with MapaZZZ, an AI-driven malaria mapping app. Formerly developed the Uku Delivery System and coordinated academic projects at the Industrial Polytechnic Institute of Luanda. Graduate of the Frontier Tech Leaders Bootcamp (UNDP Angola), with a strong foundation in Python, C/C++, software engineering projects, and competitive programming.

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.

SmartTour – Sustainable Tourism Platform (Frontier Tech Leaders Bootcamp)

Data-driven platform to promote sustainable tourism in Angola, built with Python, Flask, and data visualization tools. I contributed as a backend developer and data analyst, focusing on data processing, API development, and interactive dashboards that provide insights into tourism flows and sustainability metrics. The solution was recognized for its innovation and practical impact.

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.

Frontier Tech Leaders Bootcamp (UNDP Angola) – 2025

Intensive program in AI, Python, Data Science, and Software Engineering and practical hackathon-based learning with mentorship.

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).

Training & Programs

A2SV | Africa to Silicon Valley – Community Education Program (2025 – Ongoing)

Focused on strengthening Data Structures and Algorithms, Python problem-solving, and competitive programming skills. Covered techniques such as Two Pointers, Sliding Window, Hashing, Recursion, and Dynamic Programming foundations.

Skillset

Programming & Development

C, C++, Python, TypeScript, Fastify, Prisma ORM, PostgreSQL, MySQL, React, React Native, Flutter, HTML, CSS, Bootstrap, Tailwind CSS, Firebase, RESTful APIs, Makefile, Git, Shell Scripting, Linux, Docker.

Data Science & AI

NumPy, Pandas, Matplotlib, Seaborn, Jupyter Notebook, Scikit-learn, TensorFlow, Keras, Data Analysis, Machine Learning, AI Prototyping.

Software Engineering

Object-Oriented Programming (OOP), Parallel Programming, Technical Documentation, System Design, API Development.

Algorithms & Problem Solving (A2SV)

Data Structures (arrays, strings, hash maps, linked lists, stacks, queues, trees, graphs), Algorithms (sorting, searching, recursion, two pointers, sliding window, greedy, dynamic programming basics), Competitive Programming, Problem-Solving Strategies.