

Profile

I'm a frontend web developer who loves design and crafting enjoyable digital experiences. I play bass in a band and have, in the past, dabbled in federated roller hockey and bodyboarding. I also took part in STEM initiatives like F1 in Schools. I enjoy working with others, sharing ideas, and bringing a creative touch to everything I do, both in projects and in life.

Education

BS	University of Porto , Informatics and Computing Engineering <ul style="list-style-type: none">• Coursework: Web Technologies, HumanComputer Interaction, Databases, Software Engineering	Sept 2023 Present (expected July 2026)
BS	University of Porto , Electrical and Computer Engineering <ul style="list-style-type: none">• Completed first year before transferring to Informatics and Computing Engineering	Sept 2022 July 2023

Experience

Significa , Frontend Developer Intern <ul style="list-style-type: none">• Developed internal projects using Svelte and SvelteKit, focusing on reactive UI and modern frontend architecture• Wrote maintainable, component-driven code and optimized routing and performance	Porto, Portugal Jul 2025 Aug 2025
Significa , Full Stack Developer Intern (Curricular) <ul style="list-style-type: none">• Built a responsive web app for restaurant menu management - dodia.pt• Implemented end-to-end features using Next.js, Tailwind CSS, Drizzle ORM, and PostgreSQL	Porto, Portugal Feb 2025 Jun 2025
F1 in Schools , Engineering Judge <ul style="list-style-type: none">• Served on the engineering judging panel for the Regional Final, evaluating design and performance	Porto, Portugal Mar 2025

Projects

Personal Portfolio <ul style="list-style-type: none">• Built a minimalist and responsive portfolio using SvelteKit and Tailwind CSS• Focused on clean design, smooth UX, and dark/light theme support	pedrolunet.dev GitHub repo
ByteKart <ul style="list-style-type: none">• Developed a 2D racing game in C for the LCOM course at FEUP, running on MINIX OS• Implemented graphics rendering, keyboard input, and game loop management from scratch	GitHub repo

Technologies

Languages: JavaScript, TypeScript, SQL, PHP, C, C++, HTML, CSS
Frameworks & Tools: Next.js, SvelteKit, React, React Native, Tailwind CSS, Drizzle ORM, Laravel, PostgreSQL, Node.js, Git, Figma

Volunteering

V.OU pelos Animais , Animal Volunteering <ul style="list-style-type: none">• Assisted in animal care, adoption events, and community outreach	Porto, Portugal Sep 2024 Jun 2025
Porto University Mentorship , Mentor <ul style="list-style-type: none">• Guide and support new students, helping them adapt to university life and academics	Porto, Portugal Sep 2025 Present