

Francisco Borges

Software Developer

With a Master's degree in Engineering and Management of Information Systems and a strong focus on backend systems and data interoperability. Completed a Master's thesis on Normalization-as-a-Service, designing and implementing a scalable platform using NGSI-LD and FIWARE, from requirements and architecture to deployment. Experienced in building API-driven services and production-ready applications using Go, Node.js, and modern web technologies.

EXPERIENCE



Backend Developer – CCG ZGDV

Dec 2024 – Present

- Designed and implemented a **data normalization service** from concept to deployment, aligned with **NGSI-LD** and **Smart Data Models** Standards.
- Translated functional requirements and interoperability requirements into a **scalable backend architecture**.
- Implemented data ingestion, transformation, and validation pipelines for heterogeneous data sources.

Technologies: Golang, Docker, Node-RED, Redis, NGSI-LD, Smart Data Models.



Backend Developer – Summer internship – ioTech

Jul 2022 – Sep 2022

- Developed and integrated REST APIs using **headless CMS** (Strapi) for an **Industry 4.0** project.
- Connected backend services with a chat platform and internal enterprise systems.

Technologies: Javascript, Node.js, Strapi.



Mobile/Frontend Developer – AISSC

Dec 2022 – Oct 2023, Nov 2024 – Oct 2025

- Core frontend developer for the **TSI2Market event application**, used by **500+ participants** during the main event.
- Developed a **custom in-house**, avoiding third-party event platforms and **significantly reducing operational and licensing costs** for the organization.
- Contributed to backend management and system integration to support registrations, schedules, and event logistics.

Technologies: Javascript, Node.js, Typescript, React, React Native.

EDUCATION

Bachelor in Engineering and Management of Information Systems (15/20)

University of Minho / Sep 2020 – Jun 2023

Masters in Engineering and Management of Information Systems (17/20)

University of Minho / Sep 2023 – Dev 2025

PROJECTS

Handball Management System (HMS)

2022

- Designed and developed a full-stack application for managing handball matches statistics in real time, including backend, mobile app, and web interface

Smart Urban Solutions

2023

- Collaborated in a tem of 5 to design and develop a **smart parking system management**.
- Implemented gamification features for the **Braga Urban Transportation (TUB)** application.
- Project awarded **CPES – Technology and Key Areas**

SteamShark

2025

- Designed and developed an open-source **anti-phishing system** for the steam ecosystem
- Developed a browser extension and web interface to warn users in real time.

Technologies: Go (API), React (Web/Extension)

Portfolio

<https://www.fborges.dev>

Socials

<https://www.linkedin.com/in/francisco-borges2002/>
<https://github.com/Franciscoborges2002>

Languages

Portuguese – Native
English – B2

Technical Skills

JavaScript
Typescript
Node.js
Java
Spring
SQL
NoSQL
git
UML