

# Vinicius Vaz Cascais

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📍 Lisbon, Portugal

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## Professional Summary

Junior Engineer with hands-on experience and strong **proficiency in C/C++** programming and **low-level Linux development**, including system-level projects, a custom Unix shell demonstrating **management** and **multi-threading** skills. Delivered a **20-30% efficiency gain** by designing and implementing an Excel-to-MySQL automation tool using PHP, reducing manual data import time and inconsistencies. Skilled in system administration, algorithms, networking, and database fundamentals, Docker, Nginx, and Git

## Professional Experience

### Full Stack Developer (Intern) - Ebinar

July 2025 - October 2025 | Lisbon

- Designed and implemented an Excel-to-MySQL automation tool to replace manual imports, **increasing efficiency by ~25%** and reducing data inconsistencies, while keeping track and displaying filterable logs for the user.
- Customized and maintained e-commerce platforms (OpenCart & PrestaShop) through template/module development and performance enhancements

### Web Developer (Intern) - Hub Media

May 2024 - July 2024 | Lisbon

- Designed and developed travel and health websites from the ground up, handling layout, functionality, and deployment to deliver complete production-ready sites using HTML and CSS.

## Education

### 42 Lisbon - Llsbon

Ongoing

Software Engineering Bachelor

Focus on C/C++, Object-Oriented Programming (OOP), system fundamentals and low-level memory management

### IEFP - Setubal

July 2025

Network and Systems Administration - Technical Specialist Course

Learned programming fundamentals (Python, PHP, and introductory OOP)

Built and maintained Windows and Linux servers, configured networks with Cisco Packet Tracer

## Technical Skills

**Programming Languages:** C, C++, PHP, Bash

**Databases:** SQL, (MySQL) MariaDB

**Networking:** Computer Networking Fundamentals

**Systems & Infrastructure:** Linux, Server Administration, Nginx, Docker & Containers, Amazon Web Services (AWS)

**Tools:** Git, GDB, Valgrind

## Projects

### Minishell - Custom Unix Shell in C

- Created a Unix-like shell in C that handles processes, pipes, redirections, environment variables, and built-in commands. Expanded it with advanced features like logical operators and wildcard support to closely replicate Bash functionality.

### Philosophers - Multithreaded Synchronization Simulation in C

- Designed a **multithreaded simulation** using threads and **mutexes** to manage shared resources, **prevent data races**, detect thread state, and ensure **deadlock-free synchronization** under strict timing constraints. Successfully ran **200 simulation** cycles with zero deadlocks and **maximum thread latency of 9 ms**, resulting in a stable and fully compliant concurrent system.
- Compiled with GCC on Ubuntu 22.04, using POSIX threads (pthreads) for synchronization

## Languages

Portuguese (Mother Tongue, English(C1))