

Vinicius Vaz Cascais

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 Lisbon, Portugal

 [LinkedIn](#)

 [Portfolio](#)

 [GitHub](#)

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 - LIsbon

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)