Deniz Lopes Günes
Software Engineer / Student

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I'm Deniz a Computer Engineering student at the University of Porto. I'm also a Software Engineer with a strong foundation in full-stack development, built through several end-to-end projects spanning frontend, backend, and infrastructure. More recently, my interests have shifted toward lower-level and resource-constrained systems — edge computing, edge AI, and self-hosted infrastructure — areas where software meets hardware constraints.

EDUCATION

Bachelor in Informatics and Computing Engineering, *Faculdade de Engenharia da Universidade do Porto*   Jun 2026
Highschool Diploma, Grande Colégio Universal   Jun 2022

SKILLS

Programming Languages	TypeScript, Python, C++, Rust, Java, Go
Frameworks & Tools	React, Next.js, Tauri, MongoDB, Postgres, Git, Docker, Cloudflare, Vercel, Kafka, MQTT, Hono, Elysia
Communication	Portuguese (Native), English (Cambridge C1), Turkish (Spoken)

TECHNICAL EXPERIENCE

Curricular Internship / AI Based Compilation for CGRA's   **Feb 2026 — Present**
INESC TEC   *Porto, Portugal*

- Research position at **INESC TEC** on a project that is trying to advance the state of the art in the mapping problem for CGRA's.
- Researching and understanding how the state of the art is solving the mapping problem.
- Developing advancements with the use of **Graph Neural Networks** and **Deep-Q Learning** to solve the mapping problem.

Co-founder & Full-stack Software Engineer   **Jan 2024 — Jan 2026**
Ocean Informatix   *Porto, Portugal*

- Led end-to-end development of custom software and web solutions as the sole engineer, owning architecture, implementation, deployment, and maintenance.
- Collaborated directly with clients to understand business needs, translate them into technical requirements, and iterate quickly based on feedback.
- Designed and implemented solutions across multiple tech stacks, adapting to each client's preferred frameworks, environments, and constraints.

Alojamento Ideal   **Jun 2025 — Sep 2025**
https://alojamentoideal.pt   *https://github.com/denizlg24/alojamentoideal*

- Designed and implemented a full-stack web app for property and activity booking and travel management using **Next.js 15**.
- Implemented a dynamic booking system with real-time availability updates integrated with the **Hostify** property management system, **Hostkit.pt** for invoicing and border control and **Bokun** for activities.
- Integrated payments with **Stripe** for secure payments and reliability.
- Deployed on **Vercel**, and using **MongoDB** for data storage.

Shortn.at   **Jun. 2023 — Feb. 2024 (V1) May 2025 — Jan 2026 (V2)**
https://shortn.at   *https://github.com/denizlg24/shortn_v2*

- Shortn.at was my first full stack project. It started as a personal project but managed to retain some customers.
- As of Jan. 2026, I published V2 of Shortn and am now maintaining it and posting regular updates
- Version 2 was a complete rewrite of the project, due to a bigger volume of clients and new needs, and because there were now many new technologies
- Version 2 is built on **Next.js 16**, with the new **React Compiler**. The database selection was kept although I followed better principles thus increasing efficiency
- Version 2 had a full **CI/CD** pipeline with GitHub actions and is iterated using Agile Methodologies, with Sentry for error monitoring.

ACTIVITIES

Handball Player   2019 — 2024
National U19 Handball Team Goalkeeper   Summer 2019
Represented Portugal in the national team of U19 Handball, as the starting goalkeeper, contributing to our impressive 6th place finish in the U19 World Championship.
American Football Player — Schwabisch Hall Unicorns   Summer 2024
At 20 years old, and after changing to American Football, I embraced the challenge of living independently in Germany with four American roommates.
I celebrated a significant achievement by winning the German American Football South Division as part of the team.