

Matheus S. Sant'Anna

+351 912 259 389 | m.anna@campus.fct.unl.pt | m-santanna.xyz | Almada, Portugal

EDUCATION

FCT – Universidade NOVA de Lisboa

Bachelor's in Computer Science

Sep 2024 – Jul 2027

Almada, Portugal

IST – Universidade de Lisboa

Bachelor's in Biomedical Engineering

Sep 2020 – Jul 2024

Lisbon, Portugal

OPEN SOURCE

Lexical – Meta OSS (23k+ ☆)

Open Source Contributor

Mar 2026

lexical.dev

- Refactored the Lexical documentation website (React + Docusaurus), replacing third-party StackBlitz iframe embeds with natively rendered interactive editor examples, eliminating external network dependencies at load time.
- Improved PageSpeed Insights scores: mobile performance **43** → **80** (+86%) and desktop **67** → **98** (+46%); Best Practices raised from **73** → **96** across both platforms.
- Performed a comprehensive visual and architectural overhaul of the site, modernizing the UI and improving overall developer experience for a project used by tens of thousands of developers worldwide.

PROFESSIONAL EXPERIENCE

GM Flow

Full Stack Developer Intern

Aug 2025 – Feb 2026

Lisbon, PT

- Solely architected and developed an AI-powered contract automation platform using Next.js (full-stack with Server Actions), integrating OpenAI and Gemini APIs to generate structured contract drafts from meeting transcripts.
- Designed a prompt-engineered multi-step workflow enabling HR teams to upload transcripts (local or Google Drive) and auto-generate editable boilerplate contracts, reducing manual drafting effort by ~50%.
- Implemented company-scoped dynamic contract pages (e.g. /companyname) with secure authentication via BetterAuth, role-based access control, and NeonDB (PostgreSQL) backed data modeling to ensure strict client data isolation.

PROJECTS

jprac

<https://jprac.xyz>

Jan 2026

- Built a real-time multiplayer Japanese practice app using Next.js and Upstash Realtime for low-latency game state synchronisation across concurrent sessions.
- Engineered an ElysiaJS backend backed by Redis, using atomic Lua scripts for thread-safe lobby management and persistent player session handling under concurrent load.
- Designed a responsive UI with TailwindCSS and shadcn/ui, featuring a fuzzy-searchable Japanese character encyclopedia and adaptive game views.
- Managed complex async state and real-time multiplayer event flows using TanStack Query and custom React hooks, ensuring a smooth, race-condition-free experience.

SKILLS

Languages: JavaScript, TypeScript, Python, SQL, HTML, CSS, Lua

Frameworks & Libraries: React, Next.js, Node.js, ElysiaJS, Docusaurus, TailwindCSS, shadcn/ui, TanStack Query

Databases & Infrastructure: PostgreSQL, SQLite, Redis, NeonDB, Turso, Upstash

Tools & Platforms: Git, GitHub, Vercel, Docker, Linux, VS Code, Neovim, Claude Code, OpenCode, Postman

AI & APIs: OpenAI API, Gemini API, prompt engineering, REST APIs

Auth & Security: BetterAuth, JWT, role-based access control (RBAC), session management