

FOAAP



PAULO VILLALOBOS

AI PRODUCT ENGINEER · FULL-STACK BUILDER

AI product engineer based in Porto, Portugal. I design and ship stateful web applications, agent workflows, structured-memory systems, and end-to-end MVPs.

Creator of FOAAP, an AI venture operating system that turns unstructured founder input into persistent context, decisions, next actions, and reusable artifacts.

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Porto, Portugal.

KEY COMPETENCIES

- AI Product Engineering
- Agent & Tool Workflows
- Structured Memory Systems
- React, Vite & JavaScript
- Supabase & PostgreSQL
- OpenAI & Anthropic APIs
- API Integrations & Automation

Product Architecture & UX

LANGUAGE PROFICIENCY

Spanish — Native

Portuguese — Fluent

English — Fluent

CURRENT ACTIVITY

2026 – Present · AI Systems Architect & Product Engineer, FOAAP

Designed and shipped a stateful AI venture operating system; raised pre-seed angel funding.

2026 – Present · Technical Advisor, Bicus Sapiens

Product and architecture for a cycling-first routing platform.

2026 – Present · Co-founder, Vila Lobos

Digital systems, AI media workflows, and brand execution.

EXPERIENCE

- Designed and built FOAAP end to end: a stateful AI venture operating system spanning intake, structured memory, decision support, artifact generation, and integrations.
- Implemented persistent venture state, multi-step agent workflows, model routing across OpenAI and Anthropic, and reusable product interfaces with React, Vite, and Supabase.
- Launched FOAAP to ~1,700 users during its first five days and used real interaction data to guide iteration.
- Built a private wealth platform for a high-net-worth client with a multi-property portfolio in Mexico, including an Anthropic-powered assistant for natural-language operations over structured records.
- Technical Advisor at Bicus Sapiens, contributing to product strategy and architecture for a cycling-first routing platform in Porto.
- Co-founded Vila Lobos and led its digital systems, AI-assisted media production, and go-to-market execution.

PROFESSIONAL PROFILE

I am a product-minded engineer who enjoys turning ambiguous problems into working systems. I learn quickly through primary documentation, prototyping, user feedback, and repeated shipping.

I work comfortably across product architecture, interface design, application state, AI behavior, APIs, and deployment. I care about systems that remain useful after the first impressive demo: persistent context, predictable behavior, clear feedback, and recoverable failure modes.

Based in Porto and available for remote contract or full-time work across European time zones.