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Fernanda Carneiro Avelar Gonçalves

Front-End Engineer & UI/UX Designer

ACADEMIC TRAINING

- Graduated in Computer Engineering at INATEL - National Telecommunications Institute, 2018
- Exchange Student at WIT College - Waterford Institute of Technology in Ireland (September to December 2016)
- 2022 - "User Interface design" at Escola Britânica de Artes Criativas & Tecnologia (EBAC)
- 2023 - "Full Stack Designer" at Escola Britânica de Artes Criativas & Tecnologia (EBAC)

QUALIFICATIONS

- Proficient in developing applications using JavaScript, Typescript, HTML, CSS, SASS.
- Experienced in utilizing various frameworks and libraries including React, Reactive Native, NodeJS, JQuery, Bootstrap, NextJS, Axios, Jest, Enzyme, RTL, Cypress, Redux, Zustand, React Context, React Hooks, and Styled Components.
- Skilled in developing and utilizing applications with version control systems such as Gitlab, GitHub, and Bitbucket.
- Well-versed in Design Patterns and Principles.
- Proficiency in Adobe XD and Figma.
- Knowledgeable in User Experience Principles.
- Fluent in English, with strong communication skills.

PROFESSIONAL EXPERIENCE

Senior Front-End Engineer - Inscale/Stark (July 2024 - Today)

- Spearhead the design, development, and implementation of complex user interfaces using modern front-end technologies .
- Ensure high-quality code by implementing best practices, conducting code reviews, and mentoring junior developers on the team.
- Work closely with UX/UI designers, back-end engineers, and product managers to translate business requirements into technical solutions and ensure seamless integration across the stack.
- Identify bottlenecks and performance issues in existing applications, implementing enhancements to improve load times, responsiveness, and overall user experience.
- Act as the contact for front-end related queries, effectively communicating progress, challenges, and solutions to stakeholders at various levels of the organization.
- Contribute to agile methodologies by participating in sprint planning, daily stand-ups,

and retrospectives, ensuring that front-end tasks are completed on time and align with project goals.

- Implement and maintain comprehensive testing frameworks, including unit, integration, and end-to-end tests, to ensure robustness and reliability of the front-end codebase.
- Drive process improvements within the team, introducing new tools, workflows, and automation to enhance efficiency and collaboration.
- **Programming Tools Expertise:**
 - HTML, CSS, SASS, JavaScript, TypeScript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, Zustand, React Context, React Hooks, Git, Gitlab, GitHub, Design Patterns, AWS, WebSockets, Figma, CI/CD Pipelines.

Front-End Engineer - Hexis (June 2023 - May 2024)

- Designed and developed user interfaces with React components.
- Implemented state management and handling data flow in React applications.
- Fetch data from APIs and integrating it into frontend applications.
- Ensured responsive and mobile-friendly UI design and implementation.
- Collaborated with designers and backend engineers to deliver cohesive web applications.
- Optimized performance and addressing potential bottlenecks in React applications.
- Wrote unit tests and conducting end-to-end testing to ensure code quality and reliability.
- Deployed React applications to production environments and monitoring performance.
- **Programming Tools Expertise:**
 - HTML, CSS, SASS, JavaScript, TypeScript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, React Context, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, AWS, WebSockets, Google GTM, Figma, Adobe XD, CI/CD Pipelines, Github Actions, Docker, Docker-Compose, Lerna.

UI/UX Front-End Developer - Aubay (June 2021 - June 2023)

- Used understanding technical fundamentals to promote better component lifecycle practices.
- Application prototyping from Figma and validation.
- Creation and maintainability of Unit Tests.
- Use of agile methodologies e SCRUM.
- UX Designer with focus on user-centered design principles. Created interactive designs for complex web applications by way of page/user flow diagrams, site maps, and interactive wireframes in Figma and Sketch.
- **Programming Tools Expertise:**
 - HTML, CSS, SASS, Javascript, Typescript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, React Context, React Hooks, Git, Gitlab, GitHub,

Bitbucket, Styled Components, Design Patterns, AWS, WebSockets, Google GTM, Figma, Adobe XD, CI/CD Pipelines, Github Actions, Lerna.

Front-End Developer - Dextra (January 2020 - June 2021)

- Web page development using Reactjs.
- Application prototyping and validation.
- System optimization.
- Unit and functional tests.
- Use of agile methodologies e SCRUM.
- **Programming Tools Expertise:**
 - HTML, CSS, SASS, Javascript, Typescript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, AWS, MongoDB, WebSockets, Google GTM, Figma, Adobe XD, CI/CD Pipelines, Docker, Docker-Compose.

UI/UX Front-End Developer - 4Intelligence (January 2019 – December 2019)

- Development of WEB applications with UI/UX.
- Application prototyping and validation with unit and functional tests.
- Reconstruction of visual identity and Graphical Arts.
- System optimization.
- Use of agile methodologies e SCRUM.
- **Programming Tools Expertise:**
 - HTML, CSS, Javascript, Typescript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Redux, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, R, JQuery, Figma, AdobeXD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Wavemaker, RShiny.

INTERN – 4Intelligence (January 2018 – December 2018)

- Construction and maintenance of the company's WEB tool using CSS, HTML, JavaScript and Wavemaker.
- Study and development of good user experience practices and optimization of the user interface.
- Development of graphic arts to publicize the company.
- System optimization.
- Use of agile methodologies e SCRUM.
- **Programming Tools Expertise:**
 - HTML, CSS, Javascript, R, JQuery, Figma, AdobeXD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Wavemaker, RShiny.

COMPLEMENTARY TRAINING

- 2024 - "CSS Animations and Transitions" at Frontend Masters.
- 2024 - "CSS Foundations" at Frontend Masters.
- 2024 - "Typescript Fundamentals" at Frontend Masters.
- 2023 - "Complete React Developer in 2023 (w/ Redux, Hooks, GraphQL)" at Udemey
- 2023 - "Advanced React For Enterprise: React for senior engineers" at Udemey
- 2021 - "Advanced React: Create applications with NextJS, GraphQL and more" at Udemey
- 2020 - "The Complete JavaScript Course 2021: From Zero to Expert!" at Udemey
- 2020 - "React - The Complete Guide (incl Hooks, React Router, Redux)" at Udemey
- 2019 - "ADOBE XD: WORKING WITH MICROINTERACTIONS" at Alura
- 2019 - "Basic React course" at MX Cursos
- 2019 - "Prototyping and UX" at Alura
- 2018 - "Agile Business Methods" at Dágora
- 2018 - "Bootstrap 4" at Origamid
- 2018 - "HTML5 and CSS3" at Alura
- 2018 - "Javascript" at Alura
- 2018 - "UX Product" at Alura
- 2018 - Animation (Speaker) - Women in ICT
- 2017 and 2018 - Graphic Design (Mentoring) - CPG - Coddling, Pizza and Glory
- 2017 - Graphic Designer (Volunteer) - Inatel Computing Week
- 2016 - Motion Graphics, Basic Graphic Design, Game 3D and Web Development - Course at WIT, 40h

OTHER EXPERIENCES

- January to August 2016 - English teacher at Wizard language school;
- 2019 until Today - English private tutor