

Karla de Matos

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Skills

- JavaScript (ES6+) & TypeScript
- React (Hooks, Router)
- Python 3 & Django (ORM)
- Node.js & Express
- RESTful API design & documentation
- SQL (PostgreSQL) | NoSQL (MongoDB & Mongoose)
- Semantic HTML5, Tailwind CSS, Flexbox & Grid
- Version control with Git/GitHub
- CI/CD pipelines (GitHub Actions & containerised deploys)
- Automated testing: Jest, React Testing Library & Cypress
- Technical & content SEO
- WordPress CMS & basic theme/custom HTML
- Multilingual communication (English, Spanish & Portuguese)
- Agile methodologies (Scrum/Kanban); pair programming & hackathons
- Troubleshooting, debugging & Lighthouse/accessibility optimisation
- Mentoring, constructive feedback & clear technical documentation

Education

High Performance Full-Stack Software Developer Bootcamp, Code Institute (Mar 2025 - Jun 2025)

- Full-stack immersion in semantic HTML5 & CSS3/Bootstrap, modern JavaScript (ES6), Python 3, Django and PostgreSQL (ORM).
- Daily pair programming, agile ceremonies (Scrum stand-ups, retrospectives), Git/GitHub collaboration, problem-solving sprints, lightning jams and fortnightly hackathons.
- Key projects: financial dashboard, JWT-secured REST API and OOP chess game, all with an eye on clean code, accessibility and performance.

DipHE Digital Marketing, Universidade Veiga de Almeida (Aug 2023 - Apr 2024)

- Covered marketing automation, conversion funnels and UX writing.
- Integrated project: landing-page optimisation.
- Produced interactive digital narrative; "Storytelling for Digital Products" module applied to user-centred design.

MSc Digital Marketing, Communication & Social Media, IMF Business School (Sep 2021 - Jul 2023)

- Modules in Web Analytics, Technical SEO, UX Strategy & Content Management.
- Dissertation: Organic-growth plan for a SaaS platform.

BA (Honours) Language Studies, Open University (Sep 2018 - Jun 2021)

- Emphasis on applied linguistics (English/Spanish) and intercultural communication.

Experience

Digital Content Manager - North Star Network (Remote) - Nov 2022 – Sep 2023

- Customised WordPress themes with HTML5, Tailwind and JavaScript.
- Automated the integration of odds tables via API.
- Managed 12 freelancers in a Kanban flow (Asana), ensuring deadlines were met.

Content Specialist & QA - Growth Leads (Remote) - Apr 2022 – Dec 2024

- Edited and published 1,500+ WordPress pages using semantic markup and reusable components.
- Wrote JavaScript scripts to scan for broken links.
- Introduced content linters into the pipeline, cutting editorial re-work.

Digital Content Specialist - Godmode (Remote) - Aug 2023 – Feb 2025

- Localised and launched 150+ pages for Brazil, Spain, Mexico and Ireland, maintaining front-end code consistency.
- Collaborated with developers in weekly stand-ups.

Web Content Writer - Finixio/ClickOut Media (Remote) - Nov 2023 – Present

- Produced 500+ articles on blockchain and Web3, liaising with engineers to explain smart contracts accurately.
- Version-controlled code snippets in Git, preserving traceability of technical changes.
- Applied technical SEO best practice, boosting organic traffic in Portuguese- and Spanish-speaking markets.

Projects

Cryptonews Website

Deployed: <https://aramyst.github.io/Cryptonews-website/>

GitHub: <https://github.com/AraMyst/Cryptonews-website>

Cryptocurrency news portal built entirely with semantic HTML5 and CSS 3. Prioritises accessibility, mobile-first responsiveness and slim page-weight, showcasing solid content architecture and tidy static design.

Philosopher Match Quiz

Deployed: <https://aramyst.github.io/QuizPhilosopher/>

GitHub: <https://github.com/AraMyst/QuizPhilosopher>

“Which philosopher are you?” single-page quiz (HTML + Tailwind CSS + modular JavaScript). Five multiple-choice questions, automatic scoring and screen-state control via the DOM API demonstrate pure front-end logic, ES modules and responsive utility styling.

Chess Game

Deployed: <https://aramyst.github.io/ChessGame/>

GitHub: <https://github.com/AraMyst/ChessGame>

Interactive chess built with object-oriented JavaScript, CSS Grid and HTML5. Features turn management, legal-move highlights, check/ check-mate detection and a capture log. Illustrates algorithms, OOP principles and complex state handling in a vanilla SPA.

Caesar Cipher Encoder/Decoder Web App

Deployed: <https://aramyst.github.io/encode-decode/>

GitHub: <https://github.com/AraMyst/encode-decode>

Client-side classic-crypto tool implementing the Caesar cipher. Provides instant encode/decode, preserves case and ignores non-alphabetic characters. Built with HTML5, CSS 3 (custom properties) and JavaScript, reinforcing string-manipulation skills and a lean, responsive UX.

Tic Tac Toe Game

Deployed: <https://aramyst.github.io/TicTacToeGame/>

GitHub: <https://github.com/AraMyst/TicTacToeGame>

React SPA that reimagines the classic 3 × 3 Tic Tac Toe with functional components and Hooks. Implements full move-history “time travel,” stateful turn tracking and a responsive grid that adapts seamlessly to mobile or desktop. A sleek wine-toned palette and concise component architecture showcase clean UI design, React state management and JSX best practices.