

Marisha Deroubaix

Full Stack Developer

CONTACT

Email: deroubaix.marisha@gmail.com

Address: Lisbon, Portugal

Portfolio: marishaderoubaix.vercel.app

PROFESSIONAL EXPERIENCE

Full Stack Developer | August 2023– present

Possums by Dr Pam

- Designed and developed user-friendly, accessible websites, implementing full-stack features integrated with APIs and databases.
- Collaborated with design and product teams to deliver scalable, maintainable code and optimize website performance and SEO.
- Transitioned from SQL to PostgreSQL, improving database scalability, maintainability, and overall performance.

Full Stack Developer | January 2023– April 2023

Ironhack

- Completed an intensive full-stack development bootcamp, gaining expertise in modern web technologies.
- Built and deployed full-stack web applications, showcasing proficiency in front-end and back-end development.
- Collaborated on team projects, enhancing skills in communication, project management, and Git workflows.

EDUCATION

Ironhack | January 2023 – April 2023

Full Stack Web Developer

IOS Developer | April 2018 – July 2018

Udacity

FMU Centro Universitário | 2012–2014

International Relations

SELECTED WORK PROJECTS

Possums Sleep Program

possumssleepprogram.com

An evidence based program supporting better sleep for families by aligning with children's natural biology and emotional health.

Possums by Dr Pam

possumsndc.com

Provides an evidence-based platform introducing Neuroprotective Developmental Care (NDC) to support infant care and family well-being.

The NDC Institute

ndcinstitute.au

Provides online education in Neuroprotective Developmental Care (NDC), equipping health professionals with evidence-based knowledge in infant care and perinatal health.

SKILLS

Programming Languages

JavaScript, TypeScript, SQL, HTML, CSS, SASS

Libraries & Frameworks

React, Next.js, Prisma, NestJS, GraphQL

Tools & Platforms

Git, PostgreSQL, GitHub, Docker

LANGUAGES & INTERESTS

Languages

Portugues, English

Interests

Hiking, Sci-fi, Photography, Coding