Felipe Enne Mendes Ribeiro

Web Developer

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LinkedIn • Medium • Portfolio

Technical Skills

HTML5, CSS3, JavaScript, React/Redux, Ruby, Ruby on Rails, RSpec, Bootstrap, SQL, Git, Github and pair programming.

Experience

MENTOR (VOLUNTEER) - MICROVERSE - 2019 PRESENT

· Mentored junior web developers, providing technical support through code reviews.

· Proposed improvements to code organization to improve code quality and overall performance.

· Provided advice and tips on how to maintain motivation to maintain longevity in the program.

MONITOR - UNIVERSITY OF SÃO PAULO - MARCH 2018 - DECEMBER 2019

· Monitored the students of the University of São Paulo in the field of statistics.

· Supported during classes.

· Assisted in the correction of exercises.

· Supported in the use of distance learning tools.

Education

FULL STACK WEB DEVELOPMENT STUDENT - MICROVERSE - 2019 PRESENT

· Learned fundamentals of full-stack web development: Git, HTML/CSS, Ruby, Rails, JavaScript, React.

· Worked via remote pair programming 40 hours/week.

· Built multiple real-world group projects, incorporating feedback from mentors through code reviews.

· Reviewed other students' pull requests and provided feedback.

MASTER IN LOGISTICS ENGINEERING - UNIVERSITY OF SÃO PAULO - JANUARY 2018 - JUNE 2020

· Relevant Coursework: Supply Chain, Inventory Management, Operational Research and Simulation.

LOGISTICS TECHNOLOGIST - FATEC SÃO JOSÉ DOS CAMPOS - JANUARY 2014 - DECEMBER 2016

· Relevant Coursework: Principles of Quality Management, Operations and Production Management, Operational Research, Inventory Management, Logistics Costs and Tariffs, Supply Chain Management, Simulation and Routing.

Project Work

PRIVATE EVENTS APP - JANUARY 2019

· Web App for creating and managing events created from scratch that is deployed live on Heroku.

· Worked as part of a two-person team (pair programming) creating this Ruby on Rails web app.

· Tested with RSpec.

· Access: Live version and Github.

WEATHER APP - APRIL 2019

· The Weather App project uses Asynchronous Javascript for fetching the weather data from an API and displaying.

· Access: [Live version](#) and [Github](#).

CLIMBING THE VOLCANO GAME - MARCH 2019

· The Climbing the Volcano Game was made with the Phaser framework. In this game, we aim to collect the coins while escaping the volcano fire.

· Tested with Jest.

· Access: [Live version](#) and [Github](#).

Complementary courses

SUPPLY CHAIN ANALYTICS - MITX ON EDX- 2017

· Relevant Coursework: Supply Chain Analysis.