Fernanda Nunes Henriques

(351) 961089748 - Lisbon, PT

Email: fernandanhenriques@gmail.com

https://www.devfernandahenriques.tech/

www.linkedin.com/in/fernanda-n-henriques

EDUCATION & CERTIFICATIONS

Motivated and adaptable professional transitioning into the software development field, with a growing foundation in backend programming using Java and Python. Previously worked in food safety consulting and customer support, developing analytical thinking, attention to detail, and a strong customer-focused approach. Currently completing intensive software development training at IEFP, focused on building practical, real-world projects. Seeking opportunities as a software developer.

EDUCATION & CERTIFICATIONS

Software Developer Course (NST PROG21) – IEFP | Ongoing (since Nov/2024)

Preparatory Programming Course (VAA PROG25) – IEFP | 100h | 2024

Python for Data Science – Alura | 100h | 2025

Programming Logic – Alura | 30h

HTML & CSS Series: Header/Footer, Flexbox, Web Project – Alura | 34h | 2024

Customer Service Training – RHMAIS / Vodafone | 2020

Bachelor's in Nutrition – Pontifícia Universidade Católica do Rio Grande do Sul | 2009

TECHNICAL SKILLS

Languages: Java, Python, HTML, CSS, GDScript

Tools: Visual Studio Code, Git & GitHub, Visual Studio, Godot, Intellij

Concepts: Backend development for websites and app, programming logic, file systems, basic web page layout

Operating Systems: Windows / Linux

PROFESSIONAL EXPERIENCE

Software Development Intern — Awesome Art (Oct 20, 2025 – Present)

Development of an accessible VR boxing training application using Godot and GDScript. Responsible for motion detection logic, interaction systems, UI adaptation, event flow, and VR integration for Meta Quest 3.

RHMAIS / Vodafone – Lisbon, Portugal

Customer Support Assistant | Dec 2020 – Jan 2024

Provided technical and billing support to Vodafone clients in Portugal.
Ensured customer satisfaction through effective communication and problem resolution.

Food Safety Consultant

Nutritionist | Brazil (2010–2019)

Food safety audits, GMP implementation, staff training, customer guidance, and clinical nutrition practice.

PROJECT EXPERIENCE

[Godot Games]

Period: 10/2025 – Ongoing
Role: Game Developer

Description: Development of a "Boxing"-style game aimed at improving mobility for older adults or people undergoing rehabilitation. Built in Godot, later to be integrated with Meta Quest 3.

[CliniPet – Veterinary Clinic Management System]

Period: 09/2025 – 10/2025
Role: Full-Stack Developer

Description: CliniPet is a web application developed in ASP.NET Core with C#, designed for complete management of veterinary clinics. The system improves administrative and clinical workflow, ensuring efficiency in customer service and animal care.

Repository: github.com/FernandaNHenriques/CliniPet-Sistema-de-Gest-o-para-Clínicas-Veterinárias

[Portfolio Website]

Period: 12/2024 – Ongoing
Role: Full-Stack Developer

Description: Development of a personal portfolio project to make academic progress and projects more interactive and easier to visualize. Built collaboratively using agile methodology, HTML, and CSS.
Personal site for showcasing projects, skills, and contacts.

Repository: github.com/FernandaNHenriques/projetoporfolio

[POS – Point of Sale]

Period: 07/2025 – 07/2025
Role: Backend Developer

Description: A point-of-sale (POS) system developed in Java with a Swing graphical interface, suitable for small businesses or as a study project. Includes order registration, automatic total calculation, and MySQL database integration.

Repository: github.com/FernandaNHenriques/POS

[Restaurant App]

Period: 07/2025 – 07/2025
Role: Backend Developer

Description: Sabor Express is a simple Python application designed for restaurant management. Focused on learning and practicing logic, lists, dictionaries, and functions. Allows registering, listing, and activating/deactivating restaurants via terminal.

Repository: github.com/FernandaNHenriques/apprestaurantes

Languages

- Portuguese: Native
- English: Intermediate – B2
- Spanish: Basic