Fernanda Nunes Henriques

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https://fernandanhenriques.github.io/projetoportfolio/

PROFESSIONAL SUMMARY

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.

Passionate about stylized art, visual clarity, optimization, and supporting teams so artists and developers can work more efficiently. Highly motivated to grow in a professional environment where I can learn new workflows, develop tools, and contribute to polished, game-ready visual content.

EDUCATION & CERTIFICATIONS

Python language fundamentals - from basics to AI applications - DSA | 96h| 2025

Software Developer Course (NST PROG21) – IEFP | 1496h | 2024-2025

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

TECH ART / ENGINE INTEGRATION

- Asset integration (2D/3D) in Godot
- Collision setup (hitboxes, triggers, custom shapes)
- Material configuration (basic shaders, stylized adjustments)
- Texture optimization (compression, resizing, formats)
- Scene tree organization and node hierarchy best practices
- Basic rigging and animation principles
- Stylized shading concepts

PROFESSIONAL EXPERIENCE

Awesome Art — Tech Artist Intern / Development Intern
Sep 2025 – Dec 2025

- Integrated character animations and collision systems for an accessible boxing prototype in Godot.
- Fixed inaccurate hit detection by adjusting pivot positions, scale, hitboxes, and timing relative to animation frames.
- Organized scene hierarchy, configured materials, and cleaned asset imports.
- Created simple scripts for hit/miss feedback, interaction logic, and visual cues.
- Supported artists and developers by improving asset preparation and simplifying the pipeline for testing.

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