

Fernando Caria

JUNIOR CONSULTANT

Work History

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RED IT - Quantico Solutions | January 2020 - Current

- Continuous development and maintenance of a internal web banking management app for IMGA;
- Refactoring all of the main pages of the application, using devexpress components and bootstrap;
- Creating/Readjust some API's using REST architectural style;
- Bug fixing related to performance, calculations and visualizations;
- Management of the application versions (development, quality assurance and production environments) using GitLab as the repository and Git to stage, discard, commit and push new developments, as well as resolve some eventual conflicts;
- Basic queries on a non-relational database (MongoDB) to find, filter and update records.

Technologies

Angular 4, Typescript, HTML/CSS, Node.js (back-end), Loopback, MongoDB, Bootstrap, Devexpress, Robo 3T, Visual Studio Code.

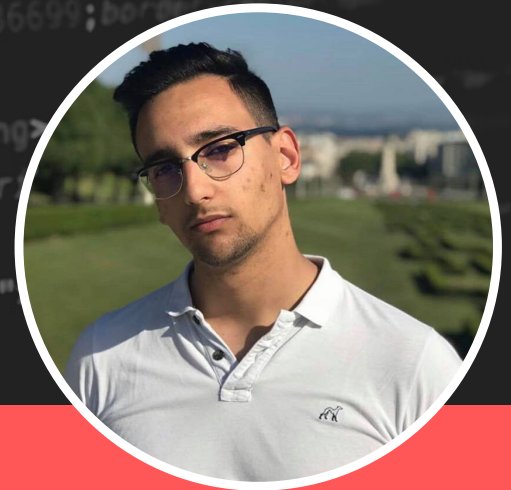
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RED IT - Santander | August 2019 - December 2019

- Development of a internal web management app for Santander Global;
- Creation of a new front-end module with services, routes and typescript/html/css/scss components.
- Refactoring the front-page of the application using Bootstrap 4.3 and Angular Material, using design methodologies by google.
- Creation of new classes in Java, using JDBC to execute queries to the database and make CRUD operations.
- Simple queries in PostgreSQL as SELECT's, INSERT's of new parameterizations using regular expressions, CREATE of new tables and DROP's.
- Simple use of cloudera to create and drop normal tables and external tables using Hive(Query Editor).
- Creation of python scripts to pass the information from PostgreSQL tables to Hive tables.
- Using Postman, when developing, to test API's.
- Used MobaXterm to execute spark2-submit shell scripts to test python scripts.
- Use of Git to stage, discard, commit and push new developments to GitLab repository mostly. As well as resolve some eventual conflicts.
- Using Figma software to design my ideas and execute them on the application.
- In this project we follow the Agile methodology, having meetings everyday of the week (we call them "dailys"), one at Monday and one at Friday (we call them "weeklys") so that we have so we have a sense of all the work being done on the project. All tasks are registered on Jira in the Kanban Board.

Technologies

Angular 6, Typescript, HTML5, CSS, SASS, Bootstrap 4, Angular Material, Java, Spring Framework, PostgreSQL, Cloudera (Hive), Python, RegEx(Regular Expressions), Postman, Git, Gitlab, Jira, Agile, Spring Tool Suite, Visual Studio Code, MobaXterm, Figma.



Personal Profile

I love to develop web/mobile applications and most of the time I'm more interested on the front-end development because giving the user a good experience and an aesthetically appealing application is one of my main goals. I have a fairly large passion inside me related to design, so one of my favorite hobbies is to design and create logos, banners and images for friend projects and personal projects. Let's turn coffee into code!

Contact Details

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Education History

INSTITUTO POLITÉCNICO DE SETÚBAL

Professional Higher Technician | 2017 - 2019

Web Programming, Devices and Mobile Applications

Average: 16

Technologies Learned

Javascript, HTML5, CSS, Node.js, AJAX, Rest API's, Java, MySQL, Android, C/C++, Arduino, Node MCU, XILINX.

ESCOLA SECUNDÁRIA DE ALCOCHETE

Professional Course | 2013 - 2016

Management Informatics

Average: 15,1

Technologies Learned

Pascal, Visual Basic, C/C++, MySQL, PHP, Microsoft Access, Excel.

TRAINEE

RED IT | March 2019 – July 2019

- Development of a internal web management app for Red IT;
- Development of new features to the app (Created a timeline chart on the Dashboards module with google charts and created a new feature on all search menus, that preserves all searching filters when backing up);
- Enhancement of the app (Implementing lazy loading, creating dates intervals for received e-mails, improvement of user experience when creating new salaries, implementing a new way to display the salary panel in different devices(desktop, tablet, mobile), etc);
- Fixing some minor bugs that are more related to the user experience.

Technologies

Angular 7, Typescript, Web API 2.0, REST, HTML5, CSS, C# 7.2, Linq, SQL Server 2017, Postman, Gitlab, Visual Studio Code, Visual Studio 2017.

TRAINEE

Reorganiza | July2016 - August 2016

- Development and Formatting of an Web Page;
- Call Center Assistant;
- Computer Maintenance.

Technologies

HTML5, CSS and WordPress.

TRAINEE (ERASMUS +)

Colegiul Tehnic Ion Mincu din Timisoara | June 2014 - July 2014

- Computer Maintenance;
- Software and Hardware Installation;

Technologies

None.

Core Skills

Angular 2+



Typescript



HTML5/CSS/SASS



Angular Material



Bootstrap



C#



Soft Skills

- Leadership;
- Team Player;
- Proactive;
- Management.

Community Involvement

Microsoft Insider Dev Tour (Lisbon)

Hotel HF Fenix | 29-06-2019

The insider Dev Tour was a Microsoft event that bring to multiple cities around the world the latest technologies to build experiences to Microsoft 365.

Topics Covered

Microsoft Windows, SharePoint, Teams, Graph, Identity, IoT (internet of things), Progressive Web Apps, C# , .NET Core and JavaScript.

Academic Projects

SERVICE INTEGRATION

October 2018 – February 2019

Summary

This project is called “Feed” and has as its main focus, the accessibility for users in the areas of catering in shopping centers.

- The user can select their meal, pay and receive a notification when the meal is ready, all on their mobile phone.
- The employee, can see the request by the user on the web app and mark it as ready anytime.
- The company that joined Feed can access all the information about meals and have statistics on the web app. These statistics can be represented in tables and charts.
- Feed Employees could create, read, update and delete new companies that joined and have the access to the performance of all companies. It was created a web and mobile(Android) app using javascript, C and java mainly, that are connected to a microcontroller.

Technologies

Java (on Netbeans and Android Studio), JavaScript, Node.js, Express, REST, Ajax, HTML5, CSS, MySQL, SQLite, C, Arduino, Xbee.

CONTROL OF AN EQUIPMENT

February 2018– May 2018

The objective of this project was to create a state machine using a Arduino Uno and Xilinx. It was given two options, and we had to choose between a Coffee Machine or a Washing Machine.

Summary

This project was a virtual state machine, simulating a real coffee machine that had a type of lifecycle controlled with Arduino. With the implementation of a state machine methodology, it was possible to turn all the actions atomic. For example, if the Coffee machine detected that didn't had water, sugar or cups, it would no complete all the other actions after.

Technologies

C, C++, Arduino, Xilinx.

REMOTE MONITORING AND CONTROL

June 2018 – August 2018

The objective of this project was to develop a Remote Control and Monitoring a microcontroller device, which performs monitoring and control functions locally.

It was also needed to create an application, developed in object-oriented programming language to access to the information collected by the microcontrollable device and command the same device remotely.

Summary

This project is called “Smart Lock” and has as its main focus, the monitoring of all house divisions and to control the entrance of the home remotely.

It was created an java app to monitor all values from temperature, humidity, gas and luminosity from the house that it was installed and control the smart lock with a key pad that contains the key of the house inside.

All the values received and sent were encrypted to provide the user all the safety needed.

Technologies

Java, C, C++, Arduino,NodeMCU, CRC32, DES, UDP, MySQL.

WEB IOT (INTERNET OF THINGS)

October 2017 – January 2018

The objective of this project was to create an access control with a web app.

Summary

For this project it was created a web app that controls all classrooms entrances and exits in Instituto Politécnico de Setúbal. It had a login with different levels of accessibility and functionalities, to be able to distinguish a student from a teacher or an admin.

Technologies

HTML5, CSS, JavaScript, PHP, MySQL, Arduino, RFID.