

# João António Dias Inez, Web Developer

 Lisbon, Portugal 

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#### **Profile**

I'm a web developer who loves all things Javascript, especially the functional side. Although frontend is my strong suit, I love exploring the backend and DevOps side of things. Currently learning about whatever piece of technology that caught my attention.

#### **Skills**

## **Programming Languages**

Javascript, HTML, CSS, Python, SQL, C#, C++, Java

#### **Other Tools**

Git, Netlify, Heroku, GraphQL, Unity, Unreal Engine 4

#### Frameworks and Libraries

React (Next, Gatsby, Create React App), Vue (Nuxt), Angular, Express, Flask, .NET Core

## **Professional Experience**

12/2018 - present Lisbon, Portugal

## **Imaginary Cloud**, Web Developer

- currently remaking a Ruby on Rails frontend
- developed and maintained a website with Angular and Express
- created a website from scratch using React, Express and GraphQL
- developed and maintained a few Ruby on Rails websites

05/2018 - 11/2018 Loulé, Portugal

### **Tiesports Software**, Web and Mobile Developer

- developed an admin area in .NET with Bootstrap
- created a landing page with Bootstrap and jQuery
- remade an app using React Native

## **Projects**

2019 **Apollify** 

> After discovering that Spotify doesn't allow the creation of playlists using a selection of artists I decided to make it myself.

Using this as an opportunity to learn Vue and Nuxt I developed and deployed Apollify.

Along the way I learned a lot about Vue, Nuxt and most importantly about the deployment process of a server side rendered website and SEO.

My personal website 2019

> This is my personal website. Since I didn't want to use any template to create it, I decided on making one from scratch using Gatsby, a framework I had some interest on learning more about.

ConstroiWood 2019

> This is the website for the portuguese construction company ConstroiWood. Since this was my first website being deployed I had to learn a lot about it, even if it was only a static website.

2017 - 2018

# **Bifrost Spire**

Bifrost Spire was a game that was developed for the PS4. Me and my team participated in the Portugal's PlayStation Awards where we ended up in the top 10 finalists.

Had a blast learning about game development, level/game design and world building.

# Education

2014 – 2017 Leiria, Portugal **Polytechnic of Leiria**, BTech in Digital Games & Multimedia