



João António Dias Inez, Web Developer

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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.

Skills

Programming Languages

Javascript (Typescript), HTML, CSS (SASS), Python, SQL, NoSQL (MongoDB), C#, C++, Java

Frameworks and Libraries

React (Next, Gatsby, Create React App, React Native, Expo), Vue (Nuxt), Angular, Nodejs (Express), Flask, Ruby on Rails, Jest, Storybook

Other Tools

Git, Github Pages, Netlify, Heroku, Vercel, Digital Ocean, Docker, Sentry, CircleCI, GraphQL, Unity, Unreal Engine 4

Professional Experience

11/2020 – present

Imaginary Cloud, Full stack Developer

- developed an application based on a micro services architecture using Flask and Node (Express)
- created various front end applications using React and Typescript.

12/2018 – 12/2019

Lisbon, Portugal

Imaginary Cloud, Web Developer

- remade a Ruby on Rails website
- 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

09/2020 – present

Haikus P'ra Vida

Small app made for Demónimo that randomly generates haikus. The app was built with Expo and the backend with Apollo Server and Docker.

08/2020 – present

Demónimo

Website for an arts and literature project I started around summer 2020 using Ghost and Gatsby, deployed on Digital Ocean.

2020 – present	harpocrates-cli ↗ After reading a lot about password managers I really wanted to make one of my own. Couple that with an interest in CLIs and harpocrates-cli was born. This project gave me the opportunity to deepen my knowledge of promises and higher-order functions as well as learn more about the node API, error handling and project structure.
2019 – present	My personal website ↗ 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.
2019 – present	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.
2019 – present	ConstroiWood ↗ 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 , <i>Bachelor of Technology in Digital Games & Multimedia</i> ↗
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