



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. Currently working on personal projects and going through courses to sharpen my skills. Open to relocation on a global level.

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), Vue (Nuxt), Angular, Nodejs (Express), Flask, Ruby on Rails

Other Tools

Git, Github Pages, Netlify, Heroku, Vercel, GraphQL, Unity, Unreal Engine 4

Professional Experience

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

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, *Bachelor of Technology in Digital Games & Multimedia* [↗](#)