JOÃO M. GOMES
FULLSTACK DEVELOPER

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ABOUT ME

I am a Full Stack Developer.
I am eager to contribute my creativity and enthusiasm to a dynamic team and grow my skills in the tech industry.
When I'm not programming, I'm out surfing, skateboarding, or on the hunt for the best tacos in town. I'm always up for an adventure, whether it's trying new things, exploring new technologies, or discovering the perfect wave.

EDUCATION

- *Code for All_*
  Jan 2024 - Abr 2024
  Fullstack Programming Bootcamp

- *ESHTE*
  2015 - 2018
  Bachelor's Degree in Leisure Management and Tourism Animation

EXPERIENCE

Purchasing Specialist | Farol Hotel
Mar 2023 - Dec 2023

Bar Manager | Marea
Aug 2021 - Fev 2023

Restaurant and Bar Manager | Páteo do Guincho
Jun 2018 - Jun 2021

Project Leader | BeLiving Property Management
Mar 2017 - May 2018

Store Assistant | Decathlon
Mar 2017 - Sep 2017

LANGUAGES

Portuguese | English | Spanish

SKILLS

JAVA | JAVASCRIPT | HTML | CSS | C# | TYPESCRIPT | AWS | PYTHON | ANGULAR | NODEJS | GIT | MYSQL

PROJECTS

Property Management

Full-stack web application for managing properties.
The backend is built using **Node.js** with **Express.js** for the **REST API** and **MongoDB** as the database, handling property data storage, creation, deletion, and updates.
The frontend uses **HTML**, **CSS**, and **JavaScript** to present a user-friendly interface, allowing users to view, add, and filter properties by rooms.
- Backend: FS_PropertyManagement-backend
- Frontend: FS_PropertyManagement-frontend

Balance

Emerged from a 24-hour hackathon.
This multipage application was developed using **HTML**, **CSS**, and **JavaScript**, providing a simple and interactive interface.
- Link - balanceApp

Notes App

Web-based application built using Angular with **TypeScript**, **HTML**, and **CSS**. It allows users to create, edit, and manage notes.
The project leverages **Angular**'s component-based architecture, with functionality for real-time updates and efficient note management.
- Link - notesApp

Sun Seekers

A browser-based game built with **HTML**, **CSS**, and **JavaScript**. It features interactive gameplay, dynamic animations, and responsive design, showcasing skills in **DOM manipulation** and JavaScript game logic.
- Link - sunSeekers

My Paint Tool

A **Java** desktop painting application using **Swing** for its GUI. Users can draw on a grid, select colors, and save or load images with keyboard inputs. It utilizes BufferedImage for pixel manipulation and IO Streams for file handling.
- Link - myPaintTool