Pedro Pereira

Frontend Developer

Brighton, East Sussex, United Kingdom

+44 759 643 3787

Find me at

pdgper.com

github.com/PDGPer

linkedin.com/in/pdgper

pdgper@gmail.com

Tech tools

Worked with

HTML CSS JavaScript

TypeScript React

Redux REST API

MaterialUI Figma

Bootstrap Agile

Styled-Components

Wordpress Git

Azure DevOps

Contact with

Jest Azure Pipelines

Built projects with

TailwindCSS ChakraUI

GitHub Codeium

Firebase Zustand

Multimedia tools

Worked with

Photoshop Illustrator

Premiere AfterEffects

Audition Audacity

Professional Development Experience

Freelance | May 2023 – Current

Working with smaller companies or individual clients to implement specific changes to existing code or build frontend solutions from scratch.

Eaton | January 2022 – April 2023

Building the frontend for an energy management system at the energy company Eaton.

- App functionalities: user authentication, management and settings, installation forms, usage statistics (real time dashboard and over time charts) and notifications. Connected to backend over REST API.
- Stack: React, Redux, TypeScript, Material UI, Styled-Components.
- Tasks: planning and implementing features, project documentation, bugfixing, team coordination and onboarding (1-4 people over time), communication with management.
- Fully remote large multinational team split into frontend, backend and QA teams. Coordinated via SCRUM, Azure DevOps and Figma.
- Some contact with DevOps pipelines and Jest tests.

Professional Multimedia Experience

Freelance | 2009 – 2021

Gradually expanding into different technical areas, such as:

- Illustration, graphic design and 2D editing. Use of Adobe Photoshop and Illustrator.
- Video and animation production and editing. Use of Adobe Premiere, AfterEffects and Audition; Audacity.
- Wordpress website design, creation and management. Use of CSS and Bootstrap.

Other Experience

News Org Editor | 2014 – 2021

Editor, content producer (illustration, writing and video) and website and social media manager at independent news organization.

Community Organizer | 2015 – 2018

Community organizer at housing association. Helped people in precarious housing situation navigate and resolve their issues.

Certifications

fCC Front End Development Libraries

Mostly about React and Redux.

fCC JavaScript Algorithms and Data Structures

The building blocks: variables, arrays, objects, loops, functions and algorithms with some OOP and FP principles.

Front-End Web UI Frameworks and Tools from the Hong Kong University of Science and Technology

Covering some older tools like jQuery, Bootstrap and SASS.

Web Design for Everybody from the University of Michigan

HTML, CSS, some introductory JavaScript and a lot about accessibility.

Languages

Fluent English
Native Portuguese
Basic Spanish
Basic French

Education

Art and Media | 2004 – 2009

Art and Media Bachelor's Degree at the Faculty of Fine Arts of the University of Lisbon.

Projects

Instagram clone

github.com/PDGPer/insta-clone

A clone of the (in)famous narcissism generator. Chose it to start introducing myself to backend tools and learned a few useful things about custom hooks and state management along the way.

My portfolio site | pdgper.com

Designed it from scratch to bring the coding syntax and environment from the back to the foreground. Then used to test new things, like best practices on keeping image size under control via the most appropriate formats for each case and playing around with making SVGs pop out with a sprinkle of CSS.

JustFutures | justfutures.pt

Bilingual site built with Wordpress and Bootstrap for an academic project on youth and climate change. I was also responsible for the design and assets.

Conway's Game of Life & Roguelike

github.com/PDGPer/conways-game-of-life
github.com/PDGPer/roguelike

Some classic challenges built using only regular CSS, JS and React from back when I was learning the latter. These stuck in my mind for how much fun they were to build. The roguelike in particular; the progressive fog of war and random terrain generation were a lot of fun to code.