

RODRIGO REIS

• FRONTEND DEVELOPER •

ABOUT ME

Frontend Developer specialized in React and TypeScript, with hands-on experience building real-world web applications. Strong focus on clean architecture, scalability, performance and user experience, with close attention to best practices and sustainable code.

EDUCATION

2016 - 2019 - Technical Course in Computer Systems Programming
Escola Secundária Rafael Bordalo Pinheiro

2019 - 2024 - B.Sc. in Computer Engineering
Politécnico de Leiria

2025 - Frontend Engineer Career Path
Codecademy

PROJECTS

- 2025

GameVault
 - Developed a production-ready game discovery web application using React, JavaScript and Redux Toolkit
 - Implemented infinite scroll, search and filtering with a unified data-fetching strategy
 - Integrated the RAWG REST API for games, screenshots and trailers
 - Built a global dark mode and responsive UI using Bootstrap
 - Structured global state with a strong focus on maintainability and predictability
- 2025

Orbit
 - Developed an event-based application with near real-time location share
 - Implemented periodic location updates, geofencing logic and rule-based alerts
 - Designed privacy-first features, including location precision blur and user sharing location
 - Integrated Leaflet Maps for real-time visualization
 - Architected the application using typed domain models, custom hooks and a mocked backend
- 2025

Portfólio de Fotografia e Video
 - Developed a photography and video portfolio website using React and TypeScript for a photography/video client
 - Implemented responsive photo galleries with fullscreen lightbox and gesture/keyboard navigation
 - Integrated YouTube videos organized by category, using a responsive 16:9 modal
 - Created a dark design system focused on performance, UX and accessibility

SKILLS

Frontend

- Git
- Github
- Vite
- Jest & Cypress

UI & Styling

- HTML
- Css
- Bootstrap
- Tailwind CSS

Tooling & Testing

- Git
- Github
- Vite
- Jest & Cypress

Backend

- REST APIs
- Node.js
- C#
- PHP