## LEONARDO SANTANDER NYCZ

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**Portfolio**: <a href="https://portfolio-vo-kappa.vercel.app/">https://portfolio-vo-kappa.vercel.app/</a>
<a href="https://github.com/SantanderNycz">GitHub: https://github.com/SantanderNycz</a>

LinkedIn: https://www.linkedin.com/in/leonardo-santander-nycz/

Junior Full-Stack Developer with a solid foundation in web development and a passion for building user-focused applications. Experienced with modern technologies such as JS, React, and Node,js. Fast learner, collaborative team member, and eager to contribute to real-world projects. Looking for an opportunity to grow professionally, expand my skill set, and make a meaningful impact in a forward-thinking development team.

## **Work Experience**

## Four Front - Web Dev (2025)

Developed responsive websites for local businesses, focusing on user-friendly design and performance. Worked closely with clients to understand their needs and translate them into custom solutions using HTML, CSS, JavaScript, and React.

### Civil engineering (2017 - 2020)

Focused on technical project analysis, logical reasoning, and attention to details. Experience in organization, interpretation of technical drawings, and multidisciplinary teamwork.

## **Education**

#### **42 School Porto** (Feb 2025 - Current)

Peer-to-peer learning, project-based curriculum focused on C programming, algorithms, data structures, operating systems, networking, cybersecurity, and web development.

## Origamid (Oct 2024 - Current)

HTML, CSS, JS, React, Tailwind CSS, UI/UX

#### **Alura** (Jan 2024 - Dec 2024)

Front-end Formation, MySQL Server, Oracle Cloud Infrastructure, IA Generative (420h)

## **Anhanguera University**

User Experience (UX) - PostGraduate (Jan 2025 - May 2025) Full Stack Development - PostGraduate (Aug 2024 - Dec 2024)

# **Projects**

## Libft

Development of libft, a C library built at 42, reimplementing standard library functions and custom utilities, with focus on logic, memory management, and clean programming practices.

### So\_Long

Development of So Long game in C using the MiniLibX library, implementing graphic rendering, event handling, and pathfinding algorithms.

## Core Skills

Languages: JavaScript, TypeScript, C, Python Frameworks: React, Next, Node.js, Tailwind CSS

Tools: Git, Figma, Trello

Methodologies: Kanban, GitFlow, Scrum

## Languages

Portuguese (Native) - C2

English (Intermediate) - B1

French (Basic) - A2

Spanish (Basic) - A2