Alexander
Ferreira

Full Stack Developer

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https://snifflesneeze.github.io/

🌐 https://github.com/SniffleSneeze

📍 Bristol, Uk

LANGUAGE

◉ ENGLISH ● ● ● ● ●
◉ FRENCH ● ● ● ● ●

ABOUT ME

After 15 years working as a Technical Manager, Sound Engineer and Lighting Designer for the event industry, I've decided to change my life following the disaster the epidemic had on my livelihood. It has always been a dream of mine to become a Software engineer, but I was unable to do so when I was younger.
In June 2020 I started by undertaking some University courses on Coursera and EdX before moving onto Codecademy.
These courses reinforced my love for coding, so I decided to make it real by joining i0 Academy in Bath.

I'm a very curious person, I love watching content about technology documentaries or reading about it. I closely follow some YouTube channels about different kinds of science subjects (Two Minutes papers, SmarterEveryDay, Mark Rober, Veritasium and many more).
To stay in shape, I love a bit of climbing or trekking.
I'm also quite a big fan of D&D and RPG games and I enjoy nerding around and experimenting with my 3D printer.

Projects

All the team projects have been done following Agile methodology

◉ **PHP / Koalas Cars** Team project - 2021

https://dev.io-academy.uk/projects/2021-may/2021-may-koalaCars/
https://github.com/iO-Academy/2021-may-koalaCars

Building an application exclusively with vanilla PHP, using the SOLID principles and high quality code following the PSR12 standards.
We used cURL to fetch data and populate a MySQL database. We then used a Hydrator to populate the UI with that data andHTML & CSS to build the front-end

◉ **JavaScript / iO Academy Aptitude Test** Team project - 2021

https://github.com/iO-Academy/aptitude-test

As a team we had to work with a pre-built RESTful API, we had to work with legacy TypeScript code to test people's aptitude for iO Academy. We used Gulp to compile our SASS and TypeScript and made use of Fetch to interact with the back-end API. Our task as a team was to improve the user UI, which required modifying the underlying data structure and ensuring the existing code still worked with the new structure.

Above are two of my favourite projects so far if you wish to see more please visit my portfolio and/or my Github:

https://snifflesneeze.github.io/portfolio.html
https://github.com/SniffleSneeze?tab=repositories

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WORK EXPERIENCE

Technical Manager - O2 Academy Bristol   Sep 2016 - Sep 2020

My role was to assist and manage the tech department and ensure my team were effectively supporting external production teams to solve any problems.
As part of the job I had to do risk assessments and ensure the security of everyone from the customer to any employee who had to work on the stage. I was in charge of a team of between 3 and 16 people depending on the complexity of the show. I also had to produce a feedback form and spreadsheet at the end of every show.

Technical Manager / Sound engineer / Lighting Designer   2005 - Sep 2016

2005 I started my career as a sound engineer for different small venues across Geneva.
I had the opportunity to work for different companies during that time who helped me to grow in the field.
I had the immense pleasure to work and help to develop a VJ software called Maddmapper and Module8 as a user where I was giving feedback on the UX and UI.

During that time, I was designing stages and working with video and Lighting.

In January 2016 I decided to move to the UK to improve my English and expand my knowledge in the field.

EDUCATION

iO Academy   2021, Bath

In 2021 after 11 months of learning by myself how to code I decided to take the leap and become a student at the Academy where I had the great opportunity to expand my knowledge as a software developer.
As part of the Curriculum I had the chance to become a Certified Scrum Master.

ECG   2004, Geneva

Following an event that happened in my early teenage years I had to stop my path toward Computer Science and IT to fall back to a different school. Sadly those years were difficult for me and I ended up having to start working at the age of 18

Geneva CFPI / Computer ,IT   2002, Geneva

At the age of 15 I already knew what I wanted to do and I had the chance to be selected to be part of a new cohort in a professional school to do an A level equivalent + apprenticeship in IT. Sadly after a year,I had to stop studying due to a family issue.