# Philipe Ayres

<u>Linkedin.com/philipeayres</u> <u>Github.com/TenScoops</u>

Ambitious programmer with a passion for software engineering, seeking opportunities in front-end or full stack development. Very detail-oriented, a fast-learner, very team-oriented and dependable. Explore more in my portfolio here: Portfolio

### **Technologies and Languages**

Languages: JavaScript, React.js, Tailwind CSS, Typescript, MySQL, Node.js, express.js
Technologies: HTML, CSS, Git, Restful APIs, Figma, Adobe Photoshop & Illustrator

#### **Projects**

- LifeXP[web app] (Github) & link to web app here: LifeXP
  - o LifeXP is a web app that merges gamification with resources for emotional well-being and personal growth. It offers a diverse approach to self-improvement by blending gaming elements with an emotional well-being system. This combination helps users see tangible growth in their mental and physical health, creating an engaging and versatile approach to life.
- Progress Pomodoro[web app](github) & link to web app here: Progress Pomodoro
  - O The Progress Pomodoro is designed to help individuals hold themselves accountable and improve their productivity. The app features a rating system that allows users to evaluate their progress after each work session. This data is then mapped on a graph, showcasing trends and patterns in work habits over time. By providing clear visual feedback, Progress Pomodoro aims to naturally enhance work ethic and productivity.

#### **Education**

BS in Technology and Information Design, University of Maryland, College Park, MD. Aug 2024

- Relevant Coursework: Computer Science, Object-Oriented Programming, Advanced Statistics, prototyping and development studio
- Academic Honors(x3)

**AA in Computer Science,** Howard Community College, Columbia, MD.

May 2021

- Relevant Coursework: Linear Algebra, Java I & II, Calculus I & II, Discrete Structures
- Academic Honors(x4)

## **Work Experience**

• Al Training Specialist Scale Al 2/5/24 – present

O Did code review processes, meticulously checking prompts, AI code, and contributions from team members to ensure quality. Worked with teams to make AI training methods better.

• Software Engineer TerpNet 1/4/24 – 1-31/24

 Developed and maintained a dynamic website for TerpNet, focusing on user-friendly interfaces and responsive design. Contributed to backend development with scalable and efficient solutions.