

Vinícius Roveri Rocha

Hi! My name is **Vinícius** and I'm a **Web Developer** and **Animator** specialized in Front-End Development since 2022!

Graduated in Animation Design and migrating to a career as a programmer, throughout my journey I always knew how to combine technical knowledge with an artistic vein, and I used this to bring a differential to any project I participated in, always bringing together the best of the valences of logical reasoning and problem solving with the lightness and creativity inherent to art.

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Work Experience:

Web Developer @ Avanade - 06/2025 to Present

Working with international teams for projects of Avanade's biggest clients all around the world, with the stack consisting mainly of Next.js and React on the Frontend; C# and Python on the Backend; allied with the use of the Azure platform for infrastructure and cloud computing.

Web Developer @ Rumo Soluções - 04/2023 to 04/2025 - 2 Years

Worked as a web developer, acting as full-stack but heavily focused on front-end, I used Asp.Net and Razor Pages, allied to the HTML, CSS and JavaScript, to create SaaS apps for businesses focusing on delivering them the most user-friendly and performatic way possible. Thanks to my art background I also worked on the design of the UI/UX, and that expertise combined with my coding skills made me the most reliable and prestigious front-end dev of the company the time I was there. My work also extended to the planning of the projects, with me being in many alignment meetings both with our clients and with the other devs of the team, and also to the CI/CD with me using Azure to manage the pipelines that deploy the projects. Finally, I worked under the Scrum methodology, managing to deliver the greatest final product within the most efficient time possible.

My Portfolio:

Project where I showcase all my abilities in Web Development, UX design, Motion Graphics and 3D Modelling, all merged together in one single piece. Made using various professional and industry standard tools for the front-end development such as the NextJS framework, GSAP for JavaScript animations, React Three Fiber which is an extension of the ThreeJS library, Bodymovin & Lottie-Web for making After Effects animations web-ready, and a whole more that when combined with the standard NextJS, React, Typescript & Tailwind, create the art you see on the screen.

You can check out this project [here](#)

My Stack:

The tools I use on my work and projects mainly include NextJS, React, Typescript, JavaScript, Tailwind, SASS, Razor Pages, CSS and HTML for the Front-End; REST APIs, C# with ASP.NET, NodeJS, Express, MongoDB, SQL and NoSQL for the Back-End; and Git for code versioning.

Education:

- I have over 700 hours of courses completed at Alura, the biggest tech online school in Brazil. This knowledge, as already shown in the Projects and Tools parts, covers all the necessary technologies in Web Development, and everything that can be deepened within each.
- I graduated in Animation Design at Faculdade Melies, one of the most prestigious art colleges in South America. This graduation gave me all the foundation of the art, animation and modelling concepts I have today.

Languages:

Portuguese: Native; **English:** C2; **Spanish:** C1; **German:** B1