CLIVE MACHADO

SR. FRONTEND ENGINEER

PROFILE

I want to procure a challenging profession where I can utilize my skills and gain experience while enhancing the company's productivity which fosters a culture of creativity and supports intrapreneurship. clivemchd@gmail.com +49-01625739885

EXPERIENCE



MARCH 2022 - PRESENT. SOFTWARE ENGINEER (FE)

Works with Typescript and React JS at Magicline GmbH. www.magicline.com

ACHIEVEMENTS

February 2017WON AS "BEST IDEA" IN
HACKATHON 2017 AT BUILT.IO.

October 2016

REACHED DISTRICT LEVEL COMPETITION FOR DEVELOPING A IOT DEVICE WHICH WAS A RASPBERRY PI CONTROLLED ROVER.

June 2016

WON NATIONAL LEVEL E-WEEK INDIA 2016'S HONOR ROLL FOR AYAN E-CELL AT TIMSCDR.

June 2016

WON NATIONAL LEVEL E-WEEK INDIA 2016'S 1ST PRIZE AS SOCIAL MEDIA CHAMP FOR AYAN E-CELL AT TIMSCDR.

TOP SKILLS

Javascript ES6

React Js

Typescript

Node JS

OTHERS

HTML | CSS, SASS & SCSS |
LODASH.JS | TYPESCRIPT
| JEST AND ENZYME |
EXPRESS.JS | JQUERY /
REACT HOOKS, REACT
ROUTER | TYPESCRIPT |
ANGULARJS | NPM
WEBPACK ES6 BABEL |
REACT NATIVE | REDUX |
MOBX | PLAYWRIGHT |
MATERIAL UI | REACT
QUERRY

SIDE PROJECTS

POKÉ GO - HACKS:

TECH: ANDROID, JAVA.

DESCRIPTION: A GUIDE FOR
THE USERS TO BETTER PLAY
POKÉMON GO WITH SOME
HACKS AND CHEATS.

ANDROID TRANSLATORS:

TECH: ANDROID, JAVA. **DESCRIPTION:** HELPED USERS TRANSLATE TO SPANISH, GERMAN & FRENCH.

HOBBIES

Rubik's Cube. (3x3)
Shengshou Mega-Minx. (12X12)
Football.
Astronomy.
YouTube tutorials.
Gaming

LANGUAGES

EDUCATION

English

Listening: C2, Reading: C2, Writing: C2

Hinai

Listening: B2, Reading: B1, Writing: B1

Marath

Listening: B2, Reading: B1, Writing: B1

THAKUR INSTITUTE OF MANAGEMENT STUDIES, CAREER DEVELOPMENT & RESEARCH

Master of Computer Applications | June 2014 - Jan 2017

Grade: 7.05

Address: THAKUR EDUCATIONAL CAMPUS,

Shyamnarayan Thakur Marg, Thakur Village, Kandivali East,

Mumbai, Maharashtra, 400101 Kandivali (India)

Link: https://timscdrmumbai.in/

JR. FRONTEND ENGINEER

Raw Engineering

Project: Built.io backend | June 2017 - Sep 2018

- Contributed to redesigning key UI components, including button elements and rich text editors, to improve user experience.
- Enhanced features such as Import/Export functionality and GitHub extensions for better integration and usability.
- Utilized technologies such as Angular.js, Node.js, Express, Bootstrap, and SASS to develop and maintain the application.
- Collaborated on front-end optimizations, leveraging tools like Webpack, Gulp, and Quill.

(Note: The product link, manage.built.io, is no longer active.)

SR. FRONTEND ENGINEER Raw Engineering

Project: OPiN SDK & Portal | Sep 2018 - Feb 2022

- Developed and led the OPiN SDK, a solution integrated into the NBA website for user authentication with configurable login options.
- Played a pivotal role in architecting the Portal dashboard that bridges the NBA and its partners, ensuring seamless integration.
- Utilized technologies such as TypeScript, Node.js, Express, ReactJS, Redux, Webpack, HTML, CSS, and SASS to build and maintain the SDK & Portal.
- Acted as a key contributor and leader for the development team, driving feature implementations and architectural decisions.
- Collaborated with stakeholders to refine requirements and ensure the SDK met diverse client needs.
- Provided technical leadership, facilitating collaboration between developers and clients to deliver a scalable, high-quality product.

Links: watch.nba.com, nba.opin.media, f1.opin.media

JR. FRONTEND ENGINEER Raw Engineering

Project: Cookie Banner SDK for GDPR | June 2018

- Developed an SDK to simplify the integration of GDPR-compliant cookie banners into web applications mainly for the built.io backend product.
- Designed a configurable solution using Vanilla JavaScript, HTML5, and CSS, ensuring ease of implementation for developers.
- Focused on providing a lightweight and efficient tool for regulatory compliance.
- Published the SDK on GitHub to promote accessibility and community use.

Link: https://github.com/clive-machado/cookie-banner

SR. FRONTEND ENGINEER Magicline GmbH

Project: Magicline dashboard | March 2018 - Present

- Played a key role in migrating the application from Marionette.js to React.js with TypeScript, improving performance and maintainability.
- Currently working with the third-party integrations team to build a new dashboard using Material UI, enhancing usability and functionality.
- Leveraged technologies including TypeScript, React.js, Vite, Material UI, MobX, Cypress, and Playwright to deliver high-quality, scalable solutions.
- Actively advised on software improvements and implemented new features to meet evolving business requirements.

Link: magicline.com

SOCIAL





