

<Francisco Coelho>

< Junior Full-Stack Developer >



Aveiro, Portugal



+351 910 696 630



coelho1@ua.pt



/francisco-coelho12



/coelho12



ABOUT ME



Creative full-stack developer experienced in building scalable web applications, with expertise in both front-end (JavaScript, modern frameworks) and back-end (Java, databases) technologies. Strong foundation in object-oriented programming and architectural patterns. A problem-solver with leadership experience, delivering solutions that balance performance, user experience, and scalability.

EDUCATION

32-Week Full-Stack Coding Bootcamp (Java & JavaScript) {

Code for All, 2024

Completed an intensive and immersive program, gaining hands-on experience in building scalable web applications using both front-end and back-end technologies.

} Degree in Design (Half completed) { **University of Aveiro, 2017**

I explored various aspects of design but was drawn to the structured problem-solving and immediate feedback of programming. My design background enhances my front-end work, particularly in user experience and interface design.

}

EXPERIENCE

Digital Communications & Web Specialist { **Cértoma - Wood Processing Industry**

June 2023 – Present

Manage company communication, website content, and product photography. Lead social media strategies, enhancing brand presence across social media.

} **Vice President for Communication and Image {** **Academic Association of the University of Aveiro**

Jan 2019 – Jan 2021

Led internal and external communications, implementing new strategies.

} **Sales Assistant {** **Vodafone**

Feb 2018 – Sept 2020

Achieved strict monthly sales targets in a high-pressure environment.

}

PROJECTS

My Personal Portfolio (SPA){



A responsive portfolio built with React, featuring GitHub API integration to showcase repositories, dynamic animations, and a modern design. Includes multilingual support via Google Translate.



Dungeon Crawler Game {



A 2D top-down dungeon crawler built in Java featuring randomly generated dungeons, a combat system, and an inventory to manage collected items. Each playthrough offers a unique experience with increasing difficulty and persistent high scores.



SKILLS

Programming



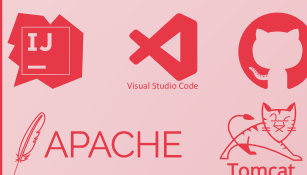
Frameworks



Libraries



Tools



Technologies



HOBBIES

