DANIEL GAZZANEO DENARDO

Front-end Developer

CONTACT

+55 11 99577-9119 danielnaoexiste.dev danieldenardo1@gmail.com linkedin.com/in/danielnaoexiste

EDUCATION

BACHELOR'S IN INFORMATION SYSTEMS (INCOMPLETE)

Federal University of Itajubá

2018-2022

SKILLS

React

Redux

VuelS

Javascript

Typescript

Micro-Frontends

Agile Methodologies

Unit Testing (Jest)

Source Control Management

Design System Development

LANGUAGE SKILLS

Portuguese (Native)

English (C2 Proficient)

SUMMARY

Front-end developer specialized in React and Vue. Experienced in source control management (Git Flow), design system development, unit testing (jest), object-oriented programming and agile methodologies.

WORK EXPERIENCE

SYSTEMS ANALYST | FRONT END DEVELOPER

CI&T

SINCE APR 2022

- Multiple International Projects. (NDA)
- React | Redux | SASS | Storybook | Next | TypeScript | BFF | ASP.NET | SQL Server | Micro Frontends (Single SPA) |
 Scrum | Azure DevOps | i18n.

FRONT-END DEVELOPER

aigfome (Magalu)

MAY 2021 - APR 2022

- Development of dashboards and action managers with React. (NDA)
- Design System Development.
- React | React Query | Micro Frontends | Styled-Components | React Hook Form | il8next.

FRONT-END DEVELOPER

Hivelabs (All iN Locaweb)

SEP 2020 - MAY 2021

- Development of front-end applications in Vue JS and React.
- UX/UI Design. (Figma)
- Vuetify | Styled-Components | Bootstrap | Handlebars | Materialize | Semantic | i18n.

WORK EXPERIENCE

WEB DEVELOPER INTERNSHIP

Hivelabs (All iN Locaweb)

FEB 2020 - SEP 2020

- Backend Development with Node/ Express and Frontend Development with React and React Native.
- React | React-Native | Node | Express | Google Tag Manager | Handlebars.

EXTRACURRICULAR ACTIVITIES

PROGRAMMING DIRECTOR

Dev-U (Unifei)

NOV 2019 - MAY 2020

- UNIFEI Extension Project.
- Game Development with Godot and Unity.
- Responsible for training and managing the programming sector.

PROGRAMMER

Dev-U (Unifei)

SEP 2019 - NOV 2019

- UNIFEI Extension Project.
- Game Development with Godot and Unity.