

FRONTEND DEVELOPER

# FERNANDA SOUZA

BASED IN BERLIN



Berlin, Germany

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Github

LinkedIn

## /about me

I'm a **frontend developer** with a passion for **code and design**, and I use them to create interesting new products. With a **creative** and **solution-oriented** mindset, I have achieved successful optimizations and delivered excellent projects during Bootcamp and in my personal projects. Thriving on challenges, I'm committed to **continuous learning** and expanding my knowledge as a developer. I'm a **fast learner, a team player, proactive**, easily **adaptable** and dedicated to **adding value** to the company through my work.

## /skills

- Frontend technologies: **JavaScript, React, HTML, CSS, SaSS, Bootstrap, Tailwind**
- Backend technologies: **Express, NodeJS, MongoDB, REST APIs, Mongoose**
- Version control: **Github & Git**
- Code best practices: **KISS, YAGNI & DRY**
- Others: **Figma, AdobeXD**

## /languages

Portuguese - Native

English - Advanced

German - B1

## /projects

### Pets - Social Media

A **fullstack project** with two separated applications, one for the **frontend** and one for the **backend**. Before developed the app, we designed all the architecture based on the **MVP** idea. Then I created all the pages and **design in Figma**, starting with "**mobile first**" and then going to big screens.

### Ironhack's Project

React.js CSS NodeJS REST APIs MongoDB  
Mongoose Bcrypt JS Cloudinary with Multer  
Responsive Design in Figma HTML 2023

### New Future - Professional Media

My first experience **working in pairs**. Also I had my first contact with **backend**, so understanding the behavior between **server and the database** it was a technical challenge that I faced. I had the opportunity to work with some server-side rendering with **Handlebars for the frontend**.

### Ironhack's Project

Handlebars CSS NodeJS Bcrypt  
Mongoose MongoDB Cloudinary with Multer  
Design in Figma HTML 2023

### Feeding Naruto - Game

I created a web game using **HTML, CSS, and JavaScript** with a focus on **DOM manipulation and Object-Oriented Programming (OOP)**. This was the first big project of Ironhack's bootcamp. The main technical challenge was coding the collisions, the boundaries and the mouse movement.

### Ironhack's Project

HTML (with browser's canvas api) CSS  
JavaScript with DOM manipulation and OOP  
2023

### Meals - Food Ordering Page

A food order page built using **JavaScript** and **React**. I used **CSS modules** for styling to ensure scoped and maintainable styles. The project is structured into several components: Cart, Meals, Layout, UI(**reusable UI components** used throughout the application, like Card, Input and Modal.)

### Personal Project

React.js CSS JS HTML  
fetched data from the back-end using Firebase  
Responsive 2023

### Sneakers - E-commerce Page

A responsive e-commerce product page for sneakers. Users can add/remove items from the cart, view cart status, navigate product images, and open a **modal** for a larger image. I used **vanilla JavaScript** for all interactive and dynamic elements.

### Personal Project

HTML SaSS JavaScript  
Responsive 2023

### Countries - Search Page

An application that pulls country data from a data.json file and displays it based on provided designs. The application allows users to **explore** countries, **search** for specific ones, **filter** by region, and view detailed information about each country. Bonus feature: **color scheme toggle**.

### Personal Project

React.js SaSS JavaScript HTML  
Color Scheme Toggle Responsive 2023

### Create Projects - To do List

A web application built with **React** and styled with the **Tailwind CSS framework**. This project allows users to create new projects, add tasks to them, clean tasks, and delete projects - all within the **frontend environment**.

### Personal Project

React.js Tailwind JavaScript HTML  
Responsive 2023

### Tic Tac Toe - Game

The classic Tic Tac Toe game using **React with Vite**. You can play the game against another person, taking turns to make moves on the board. Interactive and **responsive** game board.

### Personal Project

React.js CSS JavaScript HTML  
Responsive 2023

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# FERNANDA SOUZA

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## /work experience

### Architect Freelancer - Curitiba, Brazil

I've created and managed architectural and interior design projects from start to finish, overseeing construction, and obtaining project approval from local authorities.

### Fernanda Medeiros | Arquitetura e Interiores

Project Management   Atention to details  
Communication

Jan/2020 - Dez/2021

### Architect - Curitiba, Brazil

I developed luxury residential building projects and interior design. I worked directly with clients and effectively presented and communicated project proposals.

### Anne Liz Tacla Riskalla | Arquitetura e Interiores

Creativity   Problem Solving   Design

Atention to details

Aug/2017 - Dez/2020

### Architect - Curitiba, Brazil

Working closely with the sales team, I provided valuable guidance and expertise in assisting customers with their tile choices. With a keen eye for design and functionality.

### PortobelloShop

Teamwork   Interior Design   Creativity  
Software Construction   Communication

Fev/2017 - Aug/2017

## /career transition

### From Architecture to Programming

After moving to Berlin from Brazil in September 2021, I got involved in the career change process. During this period, I went through a significant personal and professional transformation through transition from Architecture to Programming. With determination, I dove into **self-study, online courses** and did the **Ironhack's FullStack Web Development bootcamp**, gaining a bunch of solid skills. Also enjoyed an integration German course, starting from scratch and obtaining the **B1 German** certificate.

2022 -2023

## /education

### BOOTCAMP

#### FullStack Web Development

Nov 2022 - May 2023

IRONHACK - BERLIN, GERMANY

### BACHAREL

#### Architecture and Urbanism

Jan 2010 - Jan 2015

PUC-PR - CURITIBA, BRAZIL

### EXCHANGE

#### Architecture and Urbanism

Ago 2011 - Jan 2012

ETSAM - MADRID, SPAIN