

fernandacarneiro@gec.inatel.br  
Phone: +351 913 094 445 | Lisbon - Portugal

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# Fernanda Carneiro Avelar Gonçalves

## Front End Engineer and UI UX designer

### ACADEMIC TRAINING

- Graduated in Computer Engineering at INATEL - National Telecommunications Institute, 2018.
- Exchange Student at WIT College - Waterford Institute of Technology in Ireland (September to December 2016).
- 2022 - "UI design" at Escola Britânica de Artes Criativas & Tecnologia (EBAC)
- 2023 - "Full Stack Designer" at Escola Britânica de Artes Criativas & Tecnologia (EBAC)

### QUALIFICATIONS

- Proficient in developing applications using JavaScript, Typescript, HTML, CSS, SASS, and more.
- Experienced in utilizing various frameworks and libraries including React, Reactive Native, NodeJS, JQuery, Bootstrap, NextJS, Axios, Jest, Enzyme, RTL, Cypress, Redux, Zustand, React Context, React Hooks, and Styled Components.
- Skilled in developing and utilizing applications with version control systems such as Gitlab, GitHub, and Bitbucket.
- Well-versed in Design Patterns Principles.
- Proficiency in Adobe XD, Illustrator, After Effects, Photoshop, Premiere, and Figma.
- Strong communication skills.
- Knowledgeable in User Experience Principles.
- Fluent in English.
- Proficient in Spanish.

### PROFESSIONAL EXPERIENCE

#### Front-End Engineer - Hexis (June 2023 - Today)

- Designing and developing user interfaces with React components
- Implementing state management and handling data flow in React applications
- Fetching data from APIs and integrating it into frontend applications
- Ensuring responsive and mobile-friendly UI design and implementation
- Collaborating with designers and backend engineers to deliver cohesive web applications
- Optimizing performance and addressing potential bottlenecks in React applications
- Writing unit tests and conducting end-to-end testing to ensure code quality and reliability

- Deploying React applications to production environments and monitoring performance
- Staying up-to-date with the latest trends and best practices in frontend development and the React ecosystem
- **Programming Tools Expertise:**
  - HTML, CSS, SASS, JavaScript, TypeScript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, Zustand, React Context, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, AWS, MongoDB, WebSockets, Google GTM, Figma, Adobe XD, CI/CD Pipelines, Github Actions, Docker, Docker-Compose, Lerna

#### **UI/UX Front-End Developer - Aubay (June 2021 - June 2023)**

- Used understanding technical fundamentals to promote better component lifecycle practices.
- Application prototyping from Figma and validation
- Unit Tests
- Use of agile methodologies e SCRUM
- UX Designer with focus on user-centered design principles. Created interactive designs for complex web applications by way of page/user flow diagrams, site maps, and interactive wireframes in Figma and Sketch.
- **Programming Tools Expertise:**
  - HTML, CSS, SASS, Javascript, Typescript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, Zustand, React Context, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, AWS, MongoDB, WebSockets, Google GTM, Figma, Adobe XD, CI/CD Pipelines, Github Actions, Docker, Docker-Compose, Lerna.

#### **Front-End Developer - Dextra (January 2020 - June 2021)**

- Web page development using Reactjs
- Application prototyping and validation
- System optimization
- Unit and functional tests
- Use of agile methodologies e SCRUM
- **Programming Tools Expertise:**
  - HTML, CSS, SASS, Javascript, Typescript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Cypress, Redux, React Context, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, AWS, MongoDB, WebSockets, Google GTM, Figma, Adobe XD, CI/CD Pipelines, Github Actions, Docker, Docker-Compose.

#### **UI/UX Front-End Developer - 4Intelligence (January 2019 – December 2019)**

- Development of WEB applications with UI / UX

- Application prototyping and validation with unit and functional tests
- Reconstruction of visual identity and Graphical Arts
- System optimization
- Use of agile methodologies e SCRUM
- **Programming Tools Expertise:**
  - HTML, CSS, Javascript, Typescript, ReactJS, NextJS, Axios, GraphQL, Jest, Enzyme, RTL, Redux, React Hooks, Git, Gitlab, GitHub, Bitbucket, Styled Components, Design Patterns, R, JQuery, Figma, AdobeXD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Wavemaker, RShiny.

#### **INTERN – 4Intelligence (January 2018 – December 2018)**

- Construction and maintenance of the company's WEB tool using CSS, HTML, JavaScript and Wavemaker
- Study and development of good user experience practices and optimization of the user interface
- Development of graphic arts to publicize the company
- System optimization
- Use of agile methodologies e SCRUM
- **Programming Tools Expertise:**
  - HTML, CSS, Javascript, R, JQuery, Figma, AdobeXD, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Wavemaker, RShiny.

#### **COMPLEMENTARY TRAINING**

- 2024 - "CSS Animations and Transitions" at Frontend Masters.
- 2024 - "CSS Foundations" at Frontend Masters.
- 2024 - "Typescript Fundamentals" at Frontend Masters.
- 2023 - "Complete React Developer in 2023 (w/ Redux, Hooks, GraphQL)" at Udemey
- 2023 - "Advanced React For Enterprise: React for senior engineers" at Udemey
- 2021 - "Advanced React: Create applications with NextJS, GraphQL and more" at Udemey
- 2020 - "The Complete JavaScript Course 2021: From Zero to Expert!" at Udemey
- 2020 - "React - The Complete Guide (incl Hooks, React Router, Redux)" at Udemey
- 2019 - "ADOBE XD: WORKING WITH MICROINTERACTIONS" at Alura
- 2019 - "Basic React course" at MX Cursos
- 2019 - "PROTOTYPING AND UX PART 2: LINKING SCREENS TO ADOBE XD" at Alura
- 2019 - "PROTOTYPING AND UX PART 1: LINKING SCREENS TO ADOBE XD" at Alura
- 2018 - "Agile Business Methods" at Dágora
- 2018 - "Bootstrap 4" at Origamid

- 2018 - "HTML5 E CSS3 I: SUAS PRIMEIRAS PÁGINAS DA WEB" at Alura
- 2018 - "JAVASCRIPT: PROGRAMMING IN WEB LANGUAGE" at Alura
- 2018 - "UX PRODUCT: MONITOR, MENSURE AND TEST YOUR PROJECT" at Alura
- 2018 - Animation (Speaker) - Women in ICT
- 2017 and 2018 - Graphic Design (Mentoring) - CPG - Coddling, Pizza and Glory
- 2017 - Graphic Designer (Volunteer) - Inatel Computing Week
- 2016 - Motion Graphics, Basic Graphic Design, Game 3D and Web Development - Course at WIT, 40h

## **OTHER EXPERIENCES**

- January to August 2016 - English teacher at Wizard language school;
- 2019 until Today - English private tutor

## **BOARD IS UNDER ATTACK - Scientific Research at INATEL: National Telecommunications Institute - (January 2017 – December 2017) -**

Development of a 3D game with a focus on assisting in learning the Arduino UNO tool.

Developed in Unity using the C # programming language.

Works performed in the area of Computer Engineering.

- Definition and creation of graphic art.
- Programming of game objects in C #.
- Creation of 2D animations that explain the complete electrical circuit.
- System optimization.
- Programming tools used :
  - Unity, C#, Javascript, Adobe Illustrator, Adobe Photoshop, Adobe After Effects.