FULLSTACK DEVELOPER ANALYST

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FRANKLIN ARAÚJO

Fullstack Developer but my focus is as an frontend, I use JavaScript frameworks (Angular and Vue.js) and applying UI/UX Design concepts for development and prototyping.

ABOUT ME

I am a quiet, kind and friendly person who loves to do new things, always looking for quality and satisfaction in what I do. Currently I seek to be a fullstack dev and in my work I already carry out demands that require this complete knowledge.

EXPERIENCE

FULLSTACK DEVELOPER ANALYST
DATAINFO | JAN. 2023 - PRESENT

• CAPES — I work on several projects in the scholarship management team, as an analyst and fullstack developer to create new applications and support legacy systems.

• Performing load tests, unit and block tests. Working in parallel with the PO and Scrum Master to create prototypes for project systems.

• Technologies used on projects: Java, Hibernate, Angular, Git, SVN, Jenkins, Redmine, Database Oracle, PostgreSQL.

FRONT-END DEVELOPER
ROCKETWAVE | FEB. 2022 - DEC. 2022

• Development of new features and maintenance of systems and applications. Frontend and backend integration, with knowledge and experience to develop in both. In addition to the knowledge and use of data manipulation in the database of the respective projects.

• Test, analyze and solve possible problems that were developed, thus guaranteeing the integrity, functioning and life cycle of the system/application.

• Technologies used in the projects: Angular, Vue.js, Angular Material, Ionic, Nebular, Java, Kotlin, Node.js, Ruby, Spring boot, SCSS, Tailwind, CSS3, HMTL5, Bootstrap, PostgreSQL, MongoDB, Swagger UI, Jenkins, Docker, AWS, Figma, Scrum Poker, iceScrum, GitLab.

FULLSTACK DEVELOPER ANALYST

Languages

Portuguese - Native

English - Intermediary

Spanish - Basic

Curiosities

I have some hobbies as a photographer, streamer, content creator for youtube and vertical platforms (tik tok, shorts and reels). I've been using design since I was a teenager for personal projects and I improve my knowledge for professional use, which helps me as a developer and is a differential of my work.

WEB DESIGNER
STEFANINI BRAZIL | APR. 2021 - FEB. 2022

• Creation, editing and publication of website and intranet pages;

• Creation and manipulation of digital pieces, such as banners, icons, backgrounds, marketing emails, art for social media, video editing, etc;

• Use of tools such as Visual Studio Code, Joomla, Corel Draw, Adobe Package (Photoshop, Illustrator, InDesign, XD, Premiere Pro, After Effects, Media Encoder, Lightroom, Dreamweaver, Acrobat Pro), Microsoft Office 365 Package;

• Use of technologies such as HTML5, CSS3, Bootstrap, PHP, jQuery, JSON and Using of A/B Tests, Shutterstock Image Bank, Color Palette Reference of Color Hunt and Color Drop.

DEVELOPMENT INTERN
PRDF - FEDERAL PUBLIC MINISTRY | MAY 2019 - MAY 2021

• Front-end, back-end and database solutions (AngularJS, Angular 9, Java, Node.js, CSS3, HMTL5, Bootstrap, Ionic 1 & 3, SQL and NoSQL).

• Test and troubleshoot applications that were developed to ensure the correct functionality of the application (Unitary and Cypress).

SERVICE DESK AGENT 1A
CTIS TECNOLOGIA | SEPT. 2018 - MAY 2019

• Resolve user problems hardware, software and networks over the phone, email, chat or user tickets; Assign work orders and incidents to appropriate support teams and track until closure;

• Responds and diagnoses problems through conversations with users, including problem recognition, records, research, isolation, resolution, and guidance of procedures to be done; Customer service valuing the understanding of the services offered.

SKILLS AND KNOWLEDGE

I have experience with: TypeScript, Javascript, Node.js, Vue.js, Java, Spring Boot, Python, PostgreSQL, MongoDB, NoSQL, Tailwind, CSS3, SCSS, HTML5, Bootstrap, Material UI Design, Nebular, Cypress, Insomnia, Figma, Photoshop, Video edition...

I am very knowledgeable in things involving technology, music, photography, literature, travel and many other things.

EDUCATION

CENTRO UNIVERSITÁRIO DE BRASÍLIA - UNICEUB

GRADUATION IN COMPUTER SCIENCE, JAN. 2018 - DEC. 2021