

Henrique Pinho

hcpinho21@gmail.com | 786-334-2355

github.com/hcpinho123 | linkedin.com/in/henriquepinho19 | [Henrique-Pinho-Portfolio](#)

Education

Southern Adventist University

Fall 2022 - Winter 2025

Bachelor of Computer Science, Minor in Marketing

Web Development Bootcamp - Udemy

Feb 2024 – Jan 2025

Learned – React, JQuery, Node.js, EJS, Git, API, PostgreSQL, Web3, DApps, Bootstrap, and JavaScript

Skills

Programming: Python, JavaScript, HTML, CSS, SQL

Technologies: Bootstrap, MySQL, React.js, Git, Node.js, Vue.js

Languages: English, Portuguese, Spanish (Advanced)

Work Experience

Southern Adventist University

Collegedale, TN

Web Developer

Present

- Revamped and managed the university's website with a team of 3, ensuring 100% up-to-date information accuracy, resulting in an increase in visitor engagement and a reduction in information-related inquiries.
- Enhanced the site's functionality and user experience by utilizing **HTML, CSS, JavaScript, Vue.js**, and other web technologies, resulting in a more user-friendly website.

HAOB Horizontal Drilling

Doral, FL

Operational Manager – Web developer, and operations

Jan 2021 – Jun 2023

- Designed and managed the company's website, enhancing online presence and customer engagement by 30%.
- Created and updated planograms for financial, municipal, and city civil architecture, supporting strategic planning and project execution, resulting in a 20% increase in project efficiency and coordination.

Projects/ Activities

Nuclear Power Simulator

- Architected and deployed a React-based nuclear facility simulator with real-time monitoring capabilities and interactive control systems
- Engineered a comprehensive dashboard integrating multiple reactor metrics, featuring dynamic graphs and persistent data storage
- Implemented RESTful API integration for continuous data polling, ensuring accurate tracking of critical reactor parameters.

Desktop Battleship Game

- Developed a React-based Battleship game with advanced DOM manipulation and drag-and-drop mechanics for ship placement
- Implemented complex game state management for turn-based gameplay, ship validation, and attack sequences
- Created an engaging two-player system with animated battles and strategic elements, driving 20+ minute session times

Simon-Memory-Game

- Developed an interactive Simon Memory Game using JavaScript, HTML, CSS, and jQuery to enhance cognitive skills and memory retention through engaging gameplay. Focused on DOM object orientation to ensure smooth interaction and efficient game logic.
- Designed intuitive UI and logic to ensure smooth user interaction, resulting in improved user engagement and game replayability.

To-Do List Application

- Designed a feature-rich To-Do List application using **Python and the PyQt framework**, streamlining task management for users and improving productivity by 35%.
- Implemented an intuitive graphical user interface that significantly enhanced user experience, resulting in a 50% increase in user satisfaction and efficiency in adding, updating, and deleting tasks.

OBR (Brazilian Robotic Olympics) National Finalist

2016

- Competed at the national level, demonstrating teamwork, and technical proficiency, contributing to a top 20% ranking among over 200 teams.