Henrique Pinho

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Education

Southern Adventist University   Fall 2022 - Winter 2025

Bachelor of Computer Science, Minor in Marketing

Web Development Bootcamp   Oct 2024 – Jan 2025

Learned – React, Typescript, JavaScript, Node.js, Git, GitHub, PostgreSQL, Jquery, Web3, and Bootstrap.

Skills

Programming: Typescripts, JavaScript, HTML, CSS, Python, SQL
Technologies: React.js, Vue.js, Tailwind, Node.js, Git, GitHub, PostgreSQL, Bootstrap, MySQL, Jquery, Web3
Languages: English, Portuguese, Spanish (Advanced)

Work Experience

Southern Adventist University   Collegedale, TN
Web Developer   Present

- Enhanced the site's functionality and user experience by utilizing **Vue.js, Typescript, HTML, CSS**, and other web technologies, resulting in a more user-friendly website.
- 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.

HAOB Horizontal Drilling   Doral, FL
Operational Manager – Web developer, and operations   Jan 2021 – Jun 2023

- Designed and created the company's website landing page using **React, Typescript, HTML, and Bootstrap**.
- Created and updated planograms for financial, municipal, and city civil architecture, supporting strategic planning and project execution.

Projects/ Activities

Nuclear Power Simulator

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

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 To-Do List application using **Python and the PyQt framework**.
- Implemented an intuitive graphical user interface using **PyQt** that significantly enhanced user experience.

OBR (Brazilian Robotic Olympics) National Finalist

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