



CONTACT

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EDUCATION

COMPUTER ENGINEERING

Unic - Kroton/ University
2017 - 2021

SKILLS

- React - Redux - Tailwind - Segment
- ReactQuery - Apollo - Figma
- JavaScript - TypeScript
- NextJs - NodeJs - Mui Material
- HTML, CSS, Prisma - Jest
- PostgreSQL - Python - Django
- AWS - Docker - Vitest

LANGUAGES

- Portuguese - Native
- English - Professional
- Japanese - Basic

ISAQUE R. FERREIRA

FULL STACK ENGINEER

SUMMARY

As a developer, my passion is to create interactive and engaging experiences for users, always seeking ways to improve the usability and functionality of user interfaces.. If you need an experienced developer for your next project, please contact me to discuss how I can help you achieve your business goals. I am excited to share my skills and knowledge with you.

EXPERIENCE

FRONT END ENGINEER , PORTO. PORTUGAL

Dingo - April 2022- April 2023

- **Tools:** React, TypeScript, AWS, Tailwind, Mui Material, Cypress, HTML, CSS, Figma, Scrum, Jira, RestFull, Miro, Segment.
- Team: 5 people (2 FrontEnd, 1 Designer, 1 Backend, 1 Scrum Master/Backend)
- As a front-end programmer at an insurance startup, my main task is to ensure that the UI of the insurance platform is efficient, intuitive and pleasant to use. To do this, I work with Scrum and also directly with design, ensuring both code quality and proper design.
- In addition, I perform automated tests with Cypress to ensure that the software is working properly and without errors under different scenarios and conditions.
- Another important task, I constantly review the platform across different browsers such as Chrome, Firefox, Safari and Edge to ensure the user experience is consistent and there are no compatibility or functionality issues across any of these browsers. Having a final review from the Scrum Master

FULL STACK DEVELOPER, RONDONOPOLIS. BRAZIL

Spirit Gold Forex - January 2021 - April 2022

- **Tools:** React, NextJs, React Native, JavaScript, TypeScript, Chakra, StyleComponent, HTML, CSS, Figma, Python, Django, Prisma, PostgreSQL, NodeJs, MQL4, GraphQL, Docker, Jest.
- Team: 2 people (1 Full Stack, 1 FrontEnd)
- As a full stack programmer and project manager, my goal was to create the overall business logic and design, along with the core product for the company. To achieve this goal, I started by identifying and defining user needs, conducting market research and competitor analysis to understand product demand and viability.
- I created the platform design using figma with final client validation. From there, I developed the product's backend and frontend, along with the microservices that were the company's Product.
- Throughout the development process, I also performed product testing and validation to ensure it met user needs and company goals.

GAME DEVELOPER, RONDONOPOLIS. BRAZIL

Land End Studios - January 2020 - December 2020

- **Tools:** Unity, C#, Blender.
- Team: 2 people (1 GameDeveloper, 1 Jr GameDeveloper)
- I worked as a level designer on several game levels, along with code structuring, also with 3D modeling. Using Blender, Substance Painter, Unity and programming in C#.

FREELANCER

INDEPENDENT - May 2019 - April 2022

- **Tools:** React, Chakra UI, Style Component, JavaScript, Figma, PhotoShop
- Creation of sales pages for digital products such as ebooks or launches, and contact capture. Average duration 1 week to 1 month and one project to another.

TECHNOLOGY TEACHER, RONDONOPOLIS. BRAZIL

Happy Code - January 2019 - February 2021

- **Tools:** Unity , C#, Construct, App Inventor.
- Teaching app and game development to kids and teens.