

Nathan S. Santos

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Summary

Front-end engineer with 4 years of experience specializing in building high-quality digital products. Passionate about learning, applying new technologies, and constantly improving my skills. As a developer, I aim to write clean code which can be easily read, tested, maintained, reused, and extended. I am highly committed to my work, always doing my best to push initiatives to successful completion.

Diversified skills include leading a development team and client relations. Please refer to the recommendations at [my LinkedIn profile](#) for additional details.

Online Presence

LinkedIn: linkedin.com/in/nathan-s-santos-4b2637163

GitHub: github.com/nathanssantos

Technical Skills

Front-end development:

- JavaScript
 - JavaScript
 - TypeScript
 - React.js
 - React Native
 - Next.js
 - Vue.js
 - Electron.js
 - Mobx
 - Redux
 - TDD with Jest
 - Chart.js
- Style
 - CSS
 - SCSS (SASS and LESS)
 - Styled Components
 - Emotion
 - CSS in JS
 - Bootstrap
 - Tailwind CSS

- Components
 - Material UI
 - Native Base
 - React Native Paper
 - Quasar Framework

Back-end development:

- JavaScript
 - Node.js
 - MongoDB (basic)
 - MySQL (basic)
 - Sequelize (basic)
 - Socket.IO

Personal Open Source Projects

Evolution Graph

Highly customizable, animated, responsive, and dependency-free Evolution Graph implementation. The package is built with Vanilla JavaScript and is used to create flexible data visualizations and present evolution relationships between entities.

Clockify Teams

Team management app used to generate warnings and send reports about collaborator's performance and payments.

React Vite Boilerplate

Boilerplate for React.js applications, built with Mobx as a state manager, Material UI as a component library, and Vite as a front-end build tool.

React Native Boilerplate

Boilerplate for React Native applications, built with Mobx as a state manager and Native Base as a component library.

Recent Experience

Tech Lead, W16 Software House

May 2021 to present - Remote

Leading a multidisciplinary team, interviewing job candidates, mentoring new hires, researching and implementing new technologies, developing complex software projects, institutional websites, mobile applications, web systems, and integrations.

Front-end Engineer, W16 Software House

December 2019 to May 2021 - Remote

Mentoring new hires, developing complex software projects, institutional websites, mobile applications, web systems, and integrations.

Junior Front-end Engineer, W16 Software House

February 2019 to December 2019 - In-person

Institutional websites and mobile applications development.

Previous Positions

Older positions were omitted for brevity. Please refer to [my LinkedIn profile](#) for additional information.