


João Fernandes


DATE OF BIRTH:
20/08/1996

CONTACT

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ABOUT ME

Master in Software Engineering. Interested in development of web applications as a full stack web developer or either.

WORK EXPERIENCE

01/02/2020 – 31/10/2020 – Porto, Portugal

Software Developer

Instituto Superior de Engenharia do Porto

Reengineering of a previously developed software in 2018, with the help of frameworks such as Angular, Node.js and MongoDB. The goal was to achieve a better and more robust Learning Management System (LMS), allowing the possibility to integrate new concepts and new functionalities that could eliminate limitations from previous systems and met the new objectives proposed.

This experience was acquired during the master's thesis project, being done at an internal level in the same institution.

Technologies:

- Angular;
- Node.js;
- MongoDB;
- Express.js;
- Nginx;
- Socket.IO;
- REST.

01/07/2018 – 31/08/2018 – Lousado, Portugal

Software Developer

Continental Mabor- Indústria de Pneus, Sa

Development of intranet web applications through:

- PHP;
- JavaScript;
- HTML;
- CSS;
- MySQL.

01/01/2018 – 01/09/2018 – Porto, Portugal

Software Developer

Instituto Superior de Engenharia do Porto

Development of a web platform that promoted the critical thinking of students attending Engineering courses, through the availability of numerous and diverse content and activities, such as virtual classes and games, with frameworks such as AngularJS, Node.js and MongoDB.

This experience was acquired during the conclusion of the Computer Engineering degree, being done at an internal level in the same institution.

Technologies:

- AngularJS;
- HTML;
- CSS;
- MongoDB;
- Express.js;
- Nginx;
- Socket.IO;
- REST.

EDUCATION AND TRAINING

01/09/2018 – 12/11/2020 – R. Dr. António Bernardino de Almeida 431, Porto, Portugal

Computer Engineering Master in Software Engineering

Instituto Superior de Engenharia do Porto

<https://www.isep.ipp.pt/>

01/09/2015 – 01/09/2018 – R. Dr. António Bernardino de Almeida 431, Porto, Portugal

Computer Engineering Degree

Instituto Superior de Engenharia do Porto

<https://www.isep.ipp.pt/>

LANGUAGE SKILLS

MOTHER TONGUE(S): Portuguese

OTHER LANGUAGE(S):

English

Listening
C1

Reading
C1

Spoken
production
C1

Spoken
interaction
C1

Writing
C1

Spanish

Listening
B1

Reading
B1

Spoken
production
A2

Spoken
interaction
A2

Writing
A2

DIGITAL SKILLS

Programming Languages

C, C++, C# / JavaScript / TypeScript / PHP / HTML / CSS / HTML5

Frameworks

Angular / Socket.IO / AngularJS / Node.js + Express.js / Node.js / REST / Bootstrap

Databases

MongoDB / MySQL / SQL/SQL Server

Tools

Visual Studio Code / Visual Studio Code, Netbeans, Eclipse / Postman / Docker / Microsoft/Microsoft Office / Sourcetree / Eclipse / Git / Android Studio / Github

Operating Systems

Windows 7; Windows 8, Windows 10; / Linux

Architectural Principles

RESTful Web Services / MVC

Software Development Methodologies

SCRUM / Agile Methodology / Agile (Scrum)

Data Formats

JSON / XML

Others

Continuous Integration / Continuous Delivery / UML / Nginx

CONFERENCES AND SEMINARS

27/04/2017 – 27/04/2017 – Instituto Superior de Engenharia do Porto

Compilers Construction: Programming Languages, Challenges and Current Paradigms by Dr. Jürgen Vollmer

PROJECTS

01/02/2020 – 31/10/2020

eGYM - Engineers Gym

Reengineering of a previously developed software in 2018, with the help of frameworks such as Angular, Node.js and MongoDB. The goal was to achieve a better and more robust Learning Management System (LMS), allowing the possibility to integrate new concepts and new functionalities that could eliminate limitations from previous systems and met the new objectives proposed.

01/01/2018 – 01/09/2018

eGYM - Engineers Gym

The “eGYM – Engineers Gym” project aimed to develop a web platform that promoted the critical thinking of students attending Engineering courses, through the availability of numerous and diverse content and activities, such as virtual classes and games, with frameworks such as AngularJS, Node.js and MongoDB. The architecture designed and implemented was based on the renowned MVC pattern. For this specific project two main applications were developed, known as *Front Office* and *Back Office*. The first one was the application where students could consume the various content and activities and the latter was the application where the teachers and administrators could manage both students and content. To support those two applications, multiple micro services APIs were developed to handle all the communication between clients and servers, using REST and HTTPs. Both applications and services were implanted on a cloud server, such as Azure.