Pedro Siqueira

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SKILLS

React, TypeScript, JavaScript, CSS3, Less, HTML5, Ruby, jQuery, Redux, PostgreSQL, Ruby on Rails, Git, Gitlab, AWS, Node, Express, Webpack, MongoDB, Heroku, Python, CI/CD, UX Design

EXPERIENCE

Datadog New York City, New York

Software Engineer Intern January 2021 – June 2021

- Worked closely with product designers to create and implement a color palette selector on Timeseries graphs one of the most customer-requested features of 2021.
- Using TypeScript and React, created 2 components that allowed users to customize font and background colors on Notes dashboard widgets, which increased traffic for those widgets by 12%
- Contributed with the release of hot new feature QuickNay, by synchronizing icons with respective items and adding a sub feature for Dashboard creation, that is now being used by tens of thousands of customers around the globe.
- Harmonized keyboard shortcuts to render special keys appropriately depending on different OSs throughout the platform, that benefited 32% of customers which are Windows users.
- Measured the user impact of features such as QuickNav and NavBar using Datadog's Real User Monitoring analytics tools to discover patterns of customer interaction, permitting observability on most utilized products and sub products.

PROJECTS

Songflix (JavaScript ES6, HTML, CSS, Webpack, Ruby on Rails, React, Redux, AWS S3, PostgreSQL, Heroku)

Live Site | Github Repo

A Netflix inspired single-page web app where users can watch music videos, browse genres, and create personalized playlists.

- Leveraged React-Router-DOM as well as BCrypt to allow users to access protected routes securely.
- Stored videos and images on Amazon Web Services S3 (AWS) to optimize website navigation and reduce load time.
- Integrated Redux with HTML5 media web components to create interactive and smooth user experiences.

Guitar Legend (Javascript, HTML5, CSS3, Webpack, Three.is, AWS S3)

Live Site | Github Repo

A game based on the popular video game Guitar Hero, where the player must hit the keys according to the notes being displayed.

- Implemented all the game logic by only using Vanilla JavaScript, and Webpack for compiling modules.
- Integrated Three.js library for all 3D animations throughout the game.
- Stored the song and image on AWS S3 for a better game fluency and optimization.

Whatflix (MongoDB, JavaScript, Node JS, HTML5, CSS3, Express, React JS, The Movie Database API)

Live Site | Github Repo

A webapp that displays a movie catalog, showing information for specific selected movies.

- Coordinated the project by delegating teammates to their roles, assisted with debugging, and planned the presentation.
- Dynamically utilized a movie database API to fetch all movies information for displaying to the user, such as description, revenue
- Implemented React Hooks to help feature an infinite auto scroll giving the user an endless list of movies.

EDUCATION

App Academy

FullStack Web Development

1000-hour immersive full-stack web development intensive with <3% acceptance rate

San Francisco, California December 2019 - May 2020

Federal Institute of Goias Goiania, Brazil Class of 2013

Bachelor of Science in Mechanical Engineering