Pedro Siqueira

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SKILLS

React, Typescript, JavaScript, Ruby, jQuery, Redux, HTML5, CSS3, Less, PostgreSQL, Git, Gitlab, AWS, Node, Webpack, MongoDB

PROJECTS

Songflix (JavaScript, HTML5, CSS3, 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.js, 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 and casting.
- Implemented React Hooks to help feature an infinite auto scroll giving the user an endless list of movies.

EDUCATION

App Academy   **San Francisco, California**
FullStack Web Development   December 2019 - May 2020

Federal Institute of Goias   **Goiania, Brazil**
Bachelor of Science in Mechanical Engineering   Class of 2013

EXPERIENCE

Datadog   **New York City, New York**
Software Engineer Intern
January 2021 – July 2021
- Worked closely with product designers to provide excellency in user interface and user experience throughout the platform.
- Created components with smart yet free API's to be used and implemented by other frontend engineers.
- Wrote documentations for components and tools in ways that facilitate a better understanding for other frontend developers.
- Provided solutions for design flaws in the platform, making sure the product delivers a cleaner and detailed aspect.
- Created tests to ensure components would perform appropriately, thus avoiding possible future errors.

Lark   **San Francisco, California**
Server/Bartender
July 2019 – February 2020
- Analyzed the restaurant's menu to make sure the items were well explained, as well as adjusting their prices to maximize profit.
- Improved my multitasking ability, by handling important duties under pressure.
- Trained and supervised five new staff members.
- Organized the restaurant's items on the POS System by optimizing the way the staff would select them, thus improving efficiency.