Stephanie Fernandes

`Front-End Developer`

✉ msfern.dev@gmail.com   ☎ +55 85 991-240-815   ⌂ msfern.netflify.app   ⓞ github.com/msfern

Recent Experience

Front-end Developer @ KTBYTE
`January 2018 – April 2019 // Lexington, MA, USA (Remote)`

> Worked closely with the in-house designer to maintain, improve and code new features for both the company's website and their product

> Sketched the UI and created with React, Less and Typescript a new setup widget for students to prepare for classes, checking if the application had permission to access microphones and webcams

> Temporarily acted as the Product Manager of the redesign one application, where I was responsible for task distribution to interns and the Back-end team

Front-end Developer @ Cuponomia
`February 2018 – October 2018 // São Paulo, SP, Brazil (Remote)`

> Worked with a team of a designer and a Mid-Level Front-end developer to maintain and improve the company's digital coupon provider application

> Maintained and improved the UI and UX of the in-house website using Vanilla Javascript, jQuery and Less, based on a custom style guide created by the company

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Front-end Developer @ Trílogo
`September 2016 – January 2018 // Fortaleza, CE, Brazil`

> Applied User Experience methodologies to improve the in-house product, which included interviewing the users and creating personas, to ensure a better experience with both the web and the mobile versions of the company's product

> Redesigned and developed the main product using MaterializeCSS, HTML, Javascript, jQuery, C# and ASP.net

> Proposed and implemented a new version of the product's mobile app using Ionic, Sass and Angular

> Developed mockups and prototypes of minor products using Angular Material

> Collaborated closely with the Product Managers, the CTO and the Back-end team on a daily basis

Skills

Languages

JavaScript (ES6+), HTML, CSS/Sass, LESS

Libraries & Frameworks

jQuery, React

Tools & Platforms

Git, Github, Figma, Photoshop

Design

Sketching, Wireframing, Responsive Web Design, UI Design

Education

Universidade de Fortaleza
`2010 – 2017 // Brazil`

Bachelor of Computer Science

Monash University
`2014 – 2015 // Australia`

Scholarship granted as part of the Brazilian government program Science Without Borders.

Languages

Portuguese   Native

English   Fluent

Spanish   Basic

Korean   Basic

Additional Activities

Scientific Paper Publication

`Universidade de Fortaleza, PPGIA`
Co-author in paper "Interactive Musical Game with a Gesture-Controlled Virtual Puppet", published at SVR 2017.

Volunteer Assistant

`Monash University, sensiLab`

Responsible for the research and 3D modelling of the Banteay Srei temple for an educational game based in Angkor Wat (2015).