

STEPHANIE FERNANDES

FRONT END DEVELOPER

EDUCATION

BACHELOR OF COMPUTER SCIENCE
2010 - 2017
Universidade de Fortaleza, Brazil

BACHELOR OF COMPUTER SCIENCE
2014 - 2015
Monash University, 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 IN
RESEARCH LAB**
sensiLab, Monash University

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

CONTACT

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Github: github.com/msfern

RECENT EXPERIENCE

KTBYTE | JANUARY 2018 - APRIL 2019
Front End Developer @ Lexington, MA, USA (Remote)

As the first Front End Developer in the team, I collaborated closely with multidisciplinary teams of Back End developers, designers and product managers to improve the User Experience and User Interface of the old in-house website, while also proposing and implementing with the Back End developers scalable solutions for better coding, such as the implementation of LESS and React. Responsibilities included planning the architecture and implementation of the Front End of two applications of the website, from sketches and mockups to their actual coding using React, Typescript and LESS, and also the coding of sketches created by the in-house designer in numerous pages. I was temporarily the Product Manager of the redesign of one application, where I was responsible for task distribution to interns and the Back End team.

CUPONOMIA | FEBRUARY 2018 - OCTOBER 2018
Front End Developer @ São Paulo, SP, Brazil (Remote)

Worked with a team consisting of one designer and a Senior Front End Developer to maintain and improve a digital coupon provider application. Responsibilities included development and maintenance of the in-house website, using pure Javascript, JQuery and LESS, based on a custom style guide created by the company and focused on the SUIT CSS methodology. Tests to ensure cross-browser compatibility and mobile responsiveness was also present on a daily basis.

TRÍLOGO TECNOLOGIA | SEPTEMBER 2016 - JANUARY 2018
Front End Developer @ Fortaleza, CE, Brazil

Joined the company as an intern and became a full-time developer in January/2017. Responsibilities included planning and applying User Experience methodologies to the company, which included interviews and persona creation, as well as the redesign of its main product's dashboard using MaterializeCSS, HTML, CSS, Javascript and JQuery (occasionally using C# and ASP.NET). Other tasks included maintaining and redesigning the product's mobile app using the Ionic Framework, SASS and Angular, and also the creation of mockups and prototypes of other products using Angular Material. Close collaboration with the product managers and the Back End team was also present on a daily basis.

SKILLS

	1 year	2 years	3 years	> 4 years
HTML				
CSS				
Javascript				
JQuery				
React				

	1 year	2 years	3 years	> 4 years
SASS				
LESS				
Responsiveness				
Photoshop				
User Interface				