Stephanie Fernandes

Front-End Developer

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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 and Less a new setup widget for students to prepare for classes, checking if the application had permission to access microphones and webcams

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

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 and C#

> 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 on Angkor Wat.