# Stephanie Fernandes

# Front-End Developer

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# **Recent Experience**

#### Front-end Developer @ Enext

October 2020 - Present // São Paulo, SP, Brazil (Remote)

- > Developed Landing Pages in HTML, CSS and JQuery from mockups created in PSD and Adobe XD
- > Assisted in the onboarding process of new Junior Front End developers, offering support in tasks related to Javascript and React, besides also helping them in the use of the e-commerce platform primarily used by the company (the VTEX platform)
- > Implemented new functionalities and new layouts for existing clients as part of the Ongoing team, using technologies such as React and Styled Components

#### 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 lonic, 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

## **Current Focus**

Besides countinuously improving my current skills, at the moment I'm also studying **Redux**, **Typescript** and **Unit Testing**.

# **Skills**

#### Languages

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

#### Libraries & Frameworks

jQuery, React, Styled Components

#### **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.