

# Fernando Sobral

 [LinkedIn](#) |  [aornum.xyz](#) |  [nandosobral03@gmail.com](mailto:nandosobral03@gmail.com) |  [GitHub](#)

## Skills

- JavaScript | TypeScript | Svelte | React | Angular | HTML | CSS | Tailwind | Node | Java | C# | Rust | Python | Postgres | Solidity | MongoDB
- AWS | CI/CD | GitHub Actions | Jest | Docker | NGINX | Git
- Problem Solving | Teamwork | Adaptability | Time Management
- Spanish, English – Fluent

## Experience

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|--------------------------|
| <b>FullStack Developer</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <b><u>2Innovateit</u></b>             | <b>01/2022 - Current</b> |
| <ul style="list-style-type: none"><li>• Developed multiple web responsive applications using Angular and MaterialUI, enhancing the user interface and experience.</li><li>• Managed deployments using AWS, Cloudflare and NGINX, allowing users to access the applications and ensuring the reliability and scalability.</li><li>• Designed and programmed the logic for multiple key features of the product across the entire stack of the application, contributing to its functionality and overall success.</li><li>• Worked alongside clients to gather requirements, provide updates, and ensure that the applications met their specific needs and expectations.</li><li>• Conducted regular code reviews for pull requests and implemented best coding practices within the development team, ensuring the quality and maintainability of the codebase for all applications.</li></ul> |                                       |                          |
| <b>Assistant Professor for Data Structures and Algorithms</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <b><u>Universidad ORT Uruguay</u></b> | <b>01/2023 - 08/2023</b> |
| <ul style="list-style-type: none"><li>• Developed teaching materials and contributed to curriculum development for data structures and algorithms courses, including proposing a minimal version of Rust as an alternative for the curriculum.</li><li>• Facilitated student comprehension of data structures and algorithms concepts by offering practical examples and exercises using C++.</li><li>• Conducted lessons on data structures and algorithms, with a focus on topics such as linked lists, stacks, queues, trees, graphs, and sorting algorithms.</li></ul>                                                                                                                                                                                                                                                                                                                      |                                       |                          |
| <b>Teaching assistant for Discrete Maths and Programming</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <b><u>Universidad ORT Uruguay</u></b> | <b>05/2020 - 04/2022</b> |
| <ul style="list-style-type: none"><li>• Assisted students in grasping the principles of discrete mathematics through practical examples and problem-solving.</li><li>• Provided support to students in completing programming assignments in both Javascript and Java.</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                       |                          |

## Education





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|------------------------------------------------------------------------------------------------------------|---------------------------------------|--------------------------|
| <b>International Baccalaureate (IB)</b>                                                                    | <b><u>St. Brendan's School</u></b>    | <b>01/2017 - 12/2018</b> |
| <ul style="list-style-type: none"><li>• Passed with a 37</li></ul>                                         |                                       |                          |
| <b>Computer Science / Software Engineering</b>                                                             | <b><u>Universidad ORT Uruguay</u></b> | <b>03/2019 - Current</b> |
| <ul style="list-style-type: none"><li>• Expected to finish 03/2023, grade cumulative average 97%</li></ul> |                                       |                          |

## Projects

- **Eos** - A personalizable homepage with features like note taking, RSS feed aggregation, and Spotify tracking, inspired by ricing communities, designed for personal use and customization (Node, Typescript, Svelte, Express, SQLite, Figma)
- **Rhea** - A web responsive cyclical game of life simulator (Web responsive design, Typescript, Svelte, HTML, CSS)
- **Polemos** - A text based fight simulator that allows custom events, players and keeps track of game stats (Node, Typescript, Svelte, Server-Side Rendering, Express, JWT)
- **Minos** - A pathfinding/maze simulator that showcases common pathfinding algorithms and allows users to create their own obstacles and learn about how each algorithm works. (React, Typescript, NextJS, Server-Side Rendering)
- **Spring '83** - Full stack implementation of the Spring'83 protocol that allows users to create HTML fragments known as boards, each identified by a valid keypair that can be generated inside this project (Rust, Axum Web, Typescript, MongoDB, Cryptography, Docker)
- **NoChan** - An ephemeral imageboard with an aesthetic similar to other "chan" imageboards (React, Typescript, NextJS, Server-Side Rendering, Tailwind, Express, Node, SQLite)
- **Dead Air** - A platform to organize and watch youtube videos as if it were in an Air-TV schedule (Svelte, Express, Node, Tailwind, Server-Side Rendering, Typescript, external APIs)

All my projects can be seen live with their corresponding post-release writeups on my personal webpage [aornum.xyz](#)

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## Others

- Achieved third place in ORT's programming competition three times (2020, 2021, 2023), with an additional second-place finish in 2022.
- Participated in ICPC - International Collegiate Programming Contest in Buenos Aires