



**João
Borges**

Date of birth: 20/02/1989

Nationality: Portuguese

CONTACT

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Other: [https://
nefsgit.github.io/](https://nefsgit.github.io/)

WORK EXPERIENCE

09/2007 – 09/2019 – Viseu, Portugal

Cutting machine operator

Borgstena Textile Portugal

I fully operated knife and laser cutting machines, used to cut several kinds of textile pieces destined for various automotive interior applications.

09/2019 – 11/2021 – Viseu, Portugal

CAD Technician

Borgstena Textile Portugal

I adapted designs to be used in embroidery machines. I also supported the Cut and Sew division of the company on planning and logistics.

EDUCATION AND TRAINING

09/1999 – 06/2007 – R. Dr. Eduardo M^a Santos, Canas de Senhorim, Nelas, Viseu, Portugal

12th Grade

Escola EB 2,3 /S Eng^o Dionísio Augusto Cunha

11/2021 – 05/2022 – R. de São Miguel 1, Leiria, Leiria, Portugal

Linguagens de Programação - JAVA

Centro de Emprego e Formação Profissional de Leiria

05/2022 – 05/2022 – 1276 South 820 East, Suite 200, American Fork, Utah, United States

Microsoft Office Specialist - Associate

Certiport

<https://certiport.pearsonvue.com/>

07/2022 – 07/2022

Agile with Atlassian Jira

Atlassian

[https://www.coursera.org/account/accomplishments/certificate/
JR3HAX8MBFER](https://www.coursera.org/account/accomplishments/certificate/JR3HAX8MBFER)

07/2022 – 08/2022

Google UX Design

Google

[https://www.coursera.org/account/accomplishments/professional-
cert/FYWDXUEA2FZQ](https://www.coursera.org/account/accomplishments/professional-cert/FYWDXUEA2FZQ)

LANGUAGE SKILLS

MOTHER TONGUE(S): Portuguese

OTHER LANGUAGE(S):

English

Listening
C2

Reading
C2

**Spoken
production**
C1

**Spoken
interaction**
C1

Writing
C2

DIGITAL SKILLS

My Digital Skills

Microsoft Word / Microsoft Excel / Python, Django / Javascript, React / HTML, CSS / Tailwind CSS / Bootstrap / Java, NetBeans, SpringBoot / MySQL, PostgreSQL / Node.JS / FL Studio / MongoDB / Adobe XD / Adobe Photoshop / Adobe After Effects / Figma

PROJECTS

Online Shop

<https://www.youtube.com/watch?v=XDLyZ5ZSkc0>

A responsive E-commerce website made on a MERN stack (MongoDB, Express, React and Node.JS) with Stripe payments. React-Query, React-Redux, Styled Components, Material UI, Axios and Cloudinary are some of the other tools that were used. Features include product ratings and reviews, and an admin area from where the shop owner can manage everything.

I believe nowadays having a functioning online shop is an absolute need for many businesses, so it's important for a web developer to be able to create one. This project was also a great opportunity to expand my knowledge about React, MongoDB and web languages in general.

Just Another Social Media App

<https://www.youtube.com/watch?v=uARAIUDd60k>

A responsive social media app made on a PERN stack (PostgreSQL, Express, React and Node.JS). React-Query, Styled Components, Passport and Bcrypt are some of the other tools that were used. Features include logging in with an existing Google account, making posts and comments, and exchanging messages with other users.

This application works in a similar way to Twitter, as it allows its users to make posts on a character limit. My objective was to learn how to implement Google authentication, as well as how to create a fullstack project with React.

Where's My Pizza?

<https://www.youtube.com/watch?v=EvMNIYBRHtl> <https://www.youtube.com/watch?v=9TMt8mpr9o>

A responsive pantry management and e-cookbook app made on Django with a PostgreSQL database. Bootstrap, Django-Axes, Django-Filters, Django-Allauth and ReportLab are some of the additional tools that were used. Features include logging in with an existing Google account, managing products and recipes and sharing them with family members, inviting people via e-mail, receiving relevant notifications, and accessing a big catalog of recipes.

This application was born from an idea my girlfriend had to help us manage our pantry at home, when I was starting my programming journey. Later it was extended to include an online cookbook. It is an ongoing project, which I keep improving as I learn more, and I plan to open it to the public once I feel like it's ready for it. I also created the units conversion algorithm for it. I know there are tools out there with a similar functionality, but I wanted a custom solution for my problem and I took it as an opportunity to challenge myself further. It was the first project I ever started completely on my own, and definitely the one from which I learned the most so far.

Troca Aqui!

<https://www.youtube.com/watch?v=Cw3NdA2f0bw>

A responsive material goods trading app that allows users to post things they don't need anymore up for trading for someone else's items they could use. Made on Django with a PostgreSQL database. Bootstrap was used for the CSS. Features include posting items, sending, accepting or rejecting trade

requests, rating fulfilled trades, receiving relevant notifications and exchanging messages with other users.

This application was the final project of a programming course I took, and it was made in collaboration with two colleagues. I did the coding part, while they did the planning, the design and the user tests.

Starshine and the Everlost

<https://sate-music.eu/>

My ongoing amateur music composition and production project, which I maintain for recreation. Everything is done by me, from the music to the artwork. The music is created on FL Studio, and consists on metal, classical or a mix of both, for the most part. The artwork and videos are made in Adobe Photoshop and After Effects.