Nelson Silva

Frontend Developer

👤 Profile

Self-taught developer since 2010, fueled by caffeine & innate passion. Broad tech knowledge, eager for deep dives. Seeking spirited teams for collaborative coding adventures. Ready to innovate.

💼 Employment History

Full Stack Developer at RelocationOnline, Inc., Remote

April 2023 — September 2023

An easy-to-use web and mobile platform to empower relocation service providers. Working with React, TypeScript, Redux, Cypress, Ruby on Rails, PostgreSQL and Tailwind CSS.

Full Stack Developer at Noona, Remote

January 2022 — March 2023

A startup that helps locals everywhere build meaningful business relationships. Worked with Meteor, React, TypeScript, Apollo, GraphQL, Redux, MobX, Cypress, Go and MongoDB.

Frontend Developer at InterNations GO!, Matosinhos, Portugal

February 2019 — November 2021

A startup launched by InterNations in 2018 which combines all the essential relocation services in one place, making relocation a seamless process. Worked with Vue, TypeScript, MobX, Cypress, SASS and Foundation.

Full Stack/Blockchain Developer at git//scale, Porto, Portugal

August 2018 — December 2018

A code analytics platform aiming to take the Open Source model to the next level by adding an economic layer on top of the git protocol. Worked with React, Apollo, GraphQL, PostgreSQL, PostGraphile, SASS and Ant Design.

Frontend Developer at Weissmaler GmbH, Matosinhos, Portugal

August 2017 — October 2018

A startup that simplified the painter search through reliability, quality and price. Worked with React, Relay, GraphQL, Flow, MobX, Cypress, Ruby on Rails, PostgreSQL, PostGIS and Semantic UI.

🎓 Education

Degree in Computer Science (EQF Level 6), Universidade da Maia - UMAIA, Maia, Portugal

2014 — 2017

Technological Specialization Course of Development of Information Systems (EQF Level 5), Universidade da Maia - UMAIA, Maia, Portugal

2013 — 2014

Details

Póvoa de Varzim, Portugal
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Date of birth
Jul 5, 1995

Nationality
Portuguese

Links

nelsonsilvadev.com
github.com/nelsonsilvadev
auramenta.com
codesample.io
caffeinealgorithm.com

Skills

JavaScript - ES6 | React | Vue

CSS Preprocessors
SASS | Styled Components

Agile Methodologies
Scrum | Kanban

Unit and Functional Testing
Jest | Cypress

State Management
Redux | MobX

Module Bundler - Webpack

Tasks Automation - Gulp

Version Control System - Git

Easily Adaptable

Teamwork

Languages

Portuguese

English

☙ Extra-curricular activities

Speaker at Congresso Nacional de Profissionais de TI, Conapti, Brasil

October 2016

"Know the course and the difficulties of a student that studies the programming area in Europe".

★ Projects

Auramenta™ - Trademarked Mood Tracking Application

November 2023 — Present

A mobile application designed to help users monitor their feelings, understand emotional patterns and promote positivity. It provides tailored recommendations and tools for users to embark on their journey to improved mental well-being.

Technologies: Expo, React Native, TypeScript and Google Firebase.

Landing Page Technologies: Next.js, React and TypeScript.

Website: auramenta.com

Code Sample - Code Sharing Platform

July 2023 — Present

A web platform for coders to share code snippets, solve problems and learn from one another. It provides smart tools and tailored suggestions to improve coding skills and fosters a supportive community for developers at all levels.

Technologies: Next.js, React and TypeScript and MongoDB.

Website: codesample.io

Caffeine Algorithm - Coding Community

September 2021 — Present

A development community that loves caffeine and algorithms which wants to help the largest number of people to know the programming universe, so that they can, acquire new knowledge and evolve even more.

Technologies: Next.js, React, TypeScript and Markdown.

Content: Python, C#, Java, Go, JavaScript, Ruby, HTML5, CSS3 and etc.

Website: caffeinealgorithm.com

Run For It - Mobile Adventure Game

July 2016 — March 2017

A mobile adventure game designed to provide engaging gameplay experiences, while advancing skills in game development, Google Play integration and market navigation.

Technologies: Unity, Unity Ads, Google Play Games, C# and XML.

Development: First 14 Video (a total of 40-45 hours) | Watch Trailer

Hobbies

Writing, Reading, Cooking, Travelling, Exercising, Going Out