


# Bruno Alves

## FullStack Web Developer


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PORTFOLIOhttps://nitodev.vercel.app/

I'm FullStack Developer. My goal is to acquire new skills that will improve my performance and productivity, so that I can grow as a person and as a professional, adding more value to the team project. I have knowledge mainly in the construction of products focused on the areas of eco-commerce, landing-pages, Web three, crowdfunding. Being challenged and keeping myself in constant learning are my motivators.



**GitHub**  
<https://github.com/nitoba>



**LinkedIn**  
<https://www.linkedin.com/in/bruno-alves-882173161/>



**X (formerly Twitter)**  
[https://x.com/nito\\_b\\_a](https://x.com/nito_b_a)

**Rocketseat**  
In progress  
Ignite - Bootcamp (React, Node and React Native)

**Instituto Federal do Piauí**  
Graduated in 2021  
Licenciatura em Biologia

**Instituto Federal do Piauí**  
Graduated in 2017  
Electronics technician

**Web Development**

HTML/CSS/JS

React

React Native

React Query

Expo

Node.js

GraphQL

PostgreSQL

Nest.js

Next.js

Fastify

Express

TailwindCSS

Radix UI

Prisma

Drizzle

**Industry Knowledge**

User Interfaces

User Experience

Wireframing

SaaS

Marketing Sites

**Tools**

Figma

AWS

Docker

Git

Vercel

**Portuguese**  
Native

**English**  
Writing (Intermediate), Listening (Intermediate), Speaking (Intermediate)

**Interests**

Design System

UI Kit

Developer Experience

Mobile Development

**Currently learning**

Go

Astro

Kafta

RabbitMQ

UX

Bun



### Fullstack Developer • Sthorm

Aug 2019 → Present

São Paulo, Brasil (Remote)

- Worked on several projects with the development team from creating mobile apps, backend websites and dapps.
- Some projects worked on: [Sthorm Website](#), [PlanetaryX](#), [Good Noise](#), [ImmunoX](#), [ViralCure](#) and [Viralcure Market](#), [Cry.me](#), [Mabloc](#), [Artbit](#), [Global Pandemic Shield](#).
- Using Technologies: React, NextJs, NestJs, React Native, Flutter, Angular, GraphQL, RestFull, C#, Swagger, Docker, Vercel, AWS, Google Cloud and Git.



### Game Developer • LABIRAS

Sep 2017 → May 2019

Teresina, Brasil (On-site)

- Worked on game development using mainly Unreal Engine



### Expo crop image • Open Source Community

Oct 2021 → Present



### RsXp • Open Source Community

Apr 2023

São Paulo, Brasil

### Clean Dart CLI • Open Source Community

Apr 2019 → Present

Mexico (Online)

### Sobralcar • Freelance

Nov 2023

Caldas da Rainha, Portugal (Remote)

### Morcegos do Piauí • Educational

May 2020

Teresina, Brasil (On-site)