

Vitória Padula

Embedded Systems
and
Fullstack developer

EXPERIENCE

Fullstack at **Moonscape**

SINCE MAY OF 2021

Moonscape is a Game developer startup located in Aveiro.

My contribution consists in drawing of the architecture, modeling and managing of the databases (realtime database), integration of unity build projects to web (with Nodejs singleton projects), creation of authentication with Auth0 2.0, git management and deploy of the applications (linux ubuntu server and firebase functions) and general frontend necessities (such as documentation pages, login pages and portfolios)

Fullstack && Embedded at **Vale Digital Labs**

JUNE 2019- JULY 2020

First hired as a firmware developer for the IOT team, participating in the whole process of the product development which consisted in:

- Planning architecture
- Modeling and building databases (postgres, realtime database)
- Prototyping circuits and firmware (C/C++)
- Building middlewares, apis and backends (with Python and Nodejs)
- Integration of projects with several protocols (http/s, ssh, pure UDP, LoRA, bluetooth)

And migrated to the more traditional IT team, where i worked with:

- Frontend development (Reactjs, vanilla js, html, css and sass)
- Backend development mainly with Nodejs

Fullstack && Embedded at **Squair**

SEPTEMBER 2018 -AUGUST 2019

Backend development (Python)

Firmware Development (C/C++)

Deploy with linux servers

Backend Intern at **FGV-DAPP**

MAY 2018 - SEPTEMBER 2019

- Development of data scrapers and crawlers with Python
- Apis and microservices with Python and Nodejs
- Vanilla Frontend development
- Server side rendering like python/jinja and node/hbs)

Competences

Nodejs

Reactjs

Python

Linux

Blender

Substance Painter

Contact

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