

# Paulo Do Nascimento

FULL-STACK ENGINEER • WEB DEVELOPER

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## Skills & Education

- **Front-End:** HTML, CSS, JavaScript, Vue.js, React.js, React Native, Webpack, SASS/SCSS
- **Back-End:** Node.js, Express.js, TypeScript, Ruby, Ruby on Rails, Python, C#, C++
- **Databases:** MongoDB, PostgreSQL, MySQL,
- **Hosting:** Heroku, Google Cloud/Firebase, DigitalOcean
- **Other:** AWS, GraphQL, Google Maps, D3.js, Tableau

**Education:** University of Chicago B.S. in Economics, Minor in Computer Science - Grad. 2017

## Experience

### Freelance

San Francisco, CA [Remote]

INDEPENDENT FULL-STACK ENGINEER

Jan. 2023 - Present

- Developed "Wtrd," a React Native app for plant care, advancing it to near-MVP through focused UX optimization and iterative testing, showcasing React Native proficiency.
- Led the "StarGrids" movie trivia app project with a junior engineer, driving it towards MVP readiness while mentoring and enhancing project management skills.
- Inherited and enhanced fantasy postseason challenge project (see below)

### Unify, Inc

San Francisco, CA [Remote]

FULL-STACK SOFTWARE ENGINEER

Jan. 2022 - Jan. 2023

- Managed multiple projects end-to-end as the sole full-stack engineer using Vue.js, Node.js, Express.js, and TypeScript, ensuring timely delivery and client satisfaction.
- Created user-facing features and translated product designs into high-quality code, bridging the gap between graphical design and technical implementation.
- Optimized web applications for maximum speed and user experience through the development of Codex, a SQL database for standardizing data translation across 20+ clinics, improving efficiency by 100%

### Pathrise

San Francisco, CA [Remote]

FULL-STACK SOFTWARE ENGINEER

May 2021 - Jan 2022

- Designed, built, maintained, and improved software across the stack, with a predominant focus on front-end development.
- Developed and styled reusable React.js components in accordance with UI mockups, integrating both custom and third-party APIs, translating product design and wireframes into high-quality code.
- Optimized web applications for maximum speed, scalability, and user experience, which significantly improved the platform's performance and user satisfaction.

### PLAYSTUDIOS, Inc.

Burlingame, CA

FULL-STACK ENGINEER

Jan. 2019 - May 2021

- Led an ad monetization initiative driving \$8k in revenue via 1 mil+ impressions and securing an above-industry-average daily engagement rate of 6-7% over 5 months.
- Commanded a 7-member team using Agile methods, delivering 5 daily quests and 10-20+ unique blockers and assets weekly.
- Migrated 10 slot games from Flash to HTML5 Canvas using a custom WebGL slot game framework, incorporating sound and 3D assets.

## Projects

### Fantasy Postseason Challenge

San Francisco, CA

PROJECT LEAD & DEVELOPER

Dec 2023 - Jan 2024

- Took over and revitalized a custom postseason fantasy football web application, enhancing its functionality and user experience in time for the playoffs.
- Leveraged SSR with Flask and Jinja2 to modernize the application, ensuring faster load times and a more dynamic user experience.
- Implemented real-time updates for player scores, integrating a third-party API to fetch live data, thereby significantly improving engagement and user satisfaction.
- Addressed and resolved legacy issues, optimizing the application for better performance and reliability.

### Walk the Vote

San Francisco, CA

FOUNDER AND CREATOR

Aug 2020 - Nov 2020

- Led a team to develop a full-stack website promoting early in-person voting for the 2020 election.
- Achieved 4.4k users in a month, reaching all 50 states and over 60 countries.