

Rita Mak *Front-end web developer*

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in <https://www.linkedin.com/in/rita-mak/>

🐙 <https://github.com/ritamak/>



Projects

Portfolio

Developed using React, this is a website where you can find out more about me personally and my professional path. The website has light and dark mode, a page with all of my projects, other with all of my contacts, and one with the Q&A.

website: <https://rita-mak.netlify.app>

repo: <https://www.github.com/rita-resume>

HR TIMES

HR TIMES is a project developed by me and my colleague, using our full-stack skills. To develop the website, we used React, Node.js, Express.js, and MongoDB. HR TIMES is a website where the user can create an account and based on the user's interests, we provide a curated selection of news and articles from the New York Times API. The user can add new articles to our database, see articles created by other users, follow other authors on our platform, review and "like" other articles.

website: <https://hrtimes.herokuapp.com/>

client repo: <https://github.com/ritamak/hrtimes-client>

server repo: <https://github.com/ritamak/hrtimes-server>

Funnyfy

06.2021

Funnyfy is a project developed by me and my colleague, using back-end skills. We used Node.js, Express.js, MongoDB, and JavaScript. Funnyfy is a website where the user can create an account, and using an external API of jokes, we provide the user a collection of jokes separated by categories. The user can add more jokes to our database, share the jokes on other social media platforms like Facebook, get random jokes every day, and add jokes to their favorites.

website: <https://funnyfy.herokuapp.com>

repo: <https://github.com/ritamak/funnyfy>

stress|ball

06.2021

stress|ball is a game created using HTML Canvas, CSS, and JavaScript. In stress|ball, a white ball appears on the screen and moves to random places. The user has to click inside the ball or else the user loses the game. The game has three levels (easy, medium, and hard) and the velocity of the moving ball increases with each level. When the user loses the game, a scoreboard appears on the screen with the time of the game, the number of clicks inside of the white ball, and, if the user plays more than once, there are also the previous game scores.

website: <https://ritamak.github.io/stress-ball>

repo: <https://github.com/ritamak/stress-ball>

Professional Experience

Intern Front-end Developer, Dartware

10.2021 – 11.2021

Helped with the refactor of the Dartware website, using React and Gatsby.

Worked with Next.js, and Typescript, building the front-end for e-commerce.

Web Development Bootcamp, Ironhack

05.2021 – 08.2021

- The curriculum is composed of over 400 hours in duration, focused on teaching JavaScript best practices, and exposure to test-driven development, and agile methodologies.
- 10 weeks full-time Full Stack Web Development cohort.
- Communicated daily with the teachers and the students in a collaborative environment.

Freelance Event Producer, ModaLisboa / Lisboa Fashion Week

07.2019 – 10.2020

Co-ordinated in the production of the Lisbon Fashion Week for the past 4 editions:

- Facilitated the executive production team in the 2 months of the event pre-production, post-production, and event week.
- Supervised multiple spaces, while training and managing 10 volunteers, guiding the assembly and disassembly, assisting the international buyers and international designers, "Fast Talks" speakers, showrooms, and workstations, commanding the access control, crowd control, and 5 food & beverage trucks.

Event Producer, Freelance

07.2019 – 10.2020

Collaborated in more than 10 cultural events such as:

- Lisbon Book Fair // Overlooked crowds and access control, the number of attendees, and safety and sanity measures.
- PLAY - Portuguese Music Awards // Accreditation of all the event production, workers, and artists. Sitting for the nominees and the respective teams, and co-hosts.
- MIL - Lisbon International Music Network Festival // 4 bands.
- CCP - Portuguese Creatives Club Festival // in the award ceremony and the post-award event.
- IMINENTE Music Festival // VIP lists and tickets.
- Building the Future by Microsoft - STORM Productions // directing the entrance hall.

Education

Web Development, Ironhack

05.2021 – 08.2021

With learning by doing methodology:

- Developed 3 projects in a team environment, with all the students connected.
- Experienced in an intensive Bootcamp, prepared for the daily routine and knowledge of a Full-Stack Web Developer.

Event Production, ETIC

2018 – 2019

Obtained several skills related to event planning:

- How to do a complete production dossier, marketing, and branding strategies, brand activation, intern and corporate events, etiquette, protocol, and how to deal and collaborate with sponsors.
- Two internships included in the program.

Interests

Sports

Animal Lover

Cooking enthusiast

Skills

JavaScript

TypeScript

React.js

Node.js/Express

Next.js

Gatsby

MongoDB

Axios

CSS3

Client Communication

Stress Resistant

Team Player

Creativity

Languages

English

Portuguese