
















## CONTACT INFO

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## SKILLS

 HTML  
 CSS  
 JavaScript  
 TypeScript  
 React  
 Next.js  
 Node.js  
 Ruby on Rails  
 MongoDB  
 Supabase  
 SQL  
 Git  
 OutSystems

## LANGUAGES

Portuguese *Native*  
English *Fluent*  
Spanish *Intermediate*  
Japanese *Basic*

## LINKS

<https://thetiagogil.netlify.app>  
<https://github.com/thetiagogil>

# Tiago de Almeida Gil

## Full-stack Developer

### WORK EXPERIENCE

#### Talent Protocol

Mar 2024 – Aug 2024

##### *Full-stack Developer*

Worked in a small team, building several applications that utilize blockchain as a core technology and data source. My responsibilities included implementing Figma designs from scratch, integrating APIs, managing user feedback, conducting tests and bug fixes.

Talent Passport – App to manage on-chain reputation by generating user credentials based on on-chain data. Over 500k+ passports issued.

<https://passport.talentprotocol.com/>

Build.top – Nomination platform to identify and discover web3 builders. Over 1.7 million nominations made in the first two weeks.

<https://build.top/>

Playground/API – App to support goals and voting on users to assign rewards (such as scholarships to go to Web3 Conferences all around the world). Includes the Public API for Talent Passport and a custom design system.

<https://docs.talentprotocol.com/api>

Builder.fi – Q&A platform similar to Quora, but with financial incentives as a core feature.

<https://www.builder.fi/>

Tech Stack: React, Next.js, TypeScript, Ruby on Rails, PostgreSQL, Git

#### CR Espassos

Aug 2022 – Aug 2023

##### *Architect*

Worked in a team of architects and engineers as one of the main architects.

Had to adapt myself to collaborate in various areas, including engineering, urbanism, and interior design, to meet project requirements.

Led and helped a team of third-year internship engineering students.

### EDUCATION

#### Ironhack

Aug 2023 – Nov 2023

##### *Full-stack Developer Bootcamp*

Tech Stack: React, JavaScript, HTML & CSS, MongoDB, Git

#### Faculty of Architecture, University of Lisbon

Sep 2014 – Jul 2022

##### *Master Degree in Architecture*

Dissertation with the title “Human centered architecture: Video games as inspiration for the development of architecture”.