



# Victor Nascimento

## Javascript Developer

A professional with multicultural and international experience in various fields. He is currently transitioning to a career as a Javascript Developer, looking to apply his abilities from his personal projects and studies in the market. He is adaptable and versatile in his skillset.

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📍 London

🌐 github.com/vix993

## EDUCATION

### Cadete 42

École 42, São Paulo

01/2020 - Present

São Paulo - SP, BR

#### Courses

- Software Engineering (C Programming).
- <https://github.com/vix993/Cadette42> - project repository.

### International Politics and Intelligence Studies, BEcon

Aberystwyth University

09/2011 - 06/2014

Aberystwyth - Wales, UK

#### Cursos

- Dissertation: Can social media be a catalyst for political change? Case Studies: Brazil and Turkey.

## VOLUNTEERING EXPERIENCE

### Frontend and Datamining

AlvsCovid19 - <https://www.aivscovid19.org/>

08/2020 - Present

Silicon Valley - CA

Natural Language Understanding Tools for Biomedical Researchers

#### Achievements/Tasks

- Working remotely with the frontend and backend seniors
- UI contribution and optimisation
- Data mining scientific journals such as JAMA Network

## SKILLS

C

Javascript/Typescript

React

Node.js

HTML

CSS

Python

Git

Apollo

## PERSONAL PROJECTS

Desvious Order Website - <https://desvious-order.vercel.app/> (06/2020 - Present)

- This is my bands website, built using react primarily using the styled-components library

RandMusic - Music discovery platform (02/2020 - Present)

- Spotify API implementation
- Built using React and express
- MVP in production. <http://rand-music-dev.herokuapp.com/>

Proffy - A platform for teachers to share their services (08/2020 - 08/2020)

- Developed during Next Level Week # 2 with Rocketseat
- <https://proffys.vercel.app/>
- <https://github.com/vix993/FrontendForProffy>

Life Death's First Mission -

<https://victorgamedev.netlify.app/> (08/2020 - 08/2020)

- This game development project was built using P5 and JavaScript.

Thing In Your Living Room - <https://lrcouto.itch.io/thing-in-your-living-room> (09/2020 - 09/2020)

- An unfolding game made in 48 hours for a game jam. Unity Game Engine.

HuNa - <https://globalgamejam.org/2020/games/huna-0-0> (02/2020 - 02/2020)

- A game built in 48hrs using React and Redux. Global Game Jam 2020

IMPACT - <https://impactdk.netlify.app/> (10/2019 - 10/2019)

- A game built using C# and Unity Game Engine resources

## LANGUAGES

English

*Native or Fluente Proficiency*

Spanish

*Professional Proficiency*

Portuguese

*Native or Fluente Proficiency*

## INTERESTS

Tecnology

Music

Literature

Gaming

Sports