# Weslley Victor da Costa Vieira

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## wvict.github.io

## ABOUT ME

I am a software developer using technologies such as JavaScript, PHP 7+, Python, MySQL and MongoDB, also having previous experience with Digital Ocean's VPS, the Heroku cloud platform and a brief contact with AWS. I'm passionate about learning and I have an interest on full-stack web development with a focus on the back-end.

## EDUCATION

**Universidade do Porto (Sept 2018 – June 2021)**
**Major:** Bachelor's Degree in Physics
**Minor:** Computer Science
**CS Coursework:** Web Technologies, Data Structures and Algorithms, Functional Programming, Databases

## LANGUAGES

**Portuguese** (Native)
**English** (Fluent)

## PERSONAL PROJECTS

### Booked
**bookedapp.herokuapp.com**

✓ On **Booked** users can keep track of the books they read throughout the year, adding and editing their list of books read on it.
✓ HTML, CSS and JavaScript were used on the front-end, PHP for the back-end and MySQL as the database.

### Origami
**origamiwebapp.herokuapp.com**

✓ Created **Origami**, a web application that allows users to write and store personal notes online.
✓ Used PHP as the server side language and MySQL as the database. Ajax (implemented with Jquery) was also used to save and edit notes without reloading the page.

### Endenda Mais
**entendamais.herokuapp.com**

✓ Implemented the website for a science communication project called **Entenda Mais** (facebook.com/entendama1s).
✓ The project was developed using the PHP framework Laravel and MySQL database.

### Type
**github.com/wvict/type**

✓ Created a typing multiplayer game using Node.Js, Express and Socket.io.
✓ On it, users can compete against each other to see who's able to write the displayed quotes the fastest.
✓ Used the quotes API from favqs.com to get and display the quotes used in the web application.

### Dominow
**github.com/wvict/domino**

✓ Dominow is a web based domino game and it was built using HTML, CSS, JavaScript on the front-end and Node.Js on the back-end.
✓ The game has a single-player and multiplayer mode. On the latter, Server Sent Events were used for the communication between client and server.

### CRUD Blog
**github.com/wvict/express-blog**

✓ Developed a personal blog with CRUD and authentication functionalities using Node.Js, Express and MongoDB.
✓ Utilized Handlebars as the view engine.
✓ Used PassportJs to implement the authentication system.
✓ Used Bcrypt to hash the passwords that went into the MongoDB database.

## TECHNICAL SKILLS

**Programming languages:** JavaScript, Python, Java, PHP, Haskell
**Front-end development:** HTML5, CSS3, Bootstrap, JQuery
**Back-end development and databases:** Laravel, Node.Js, Express, MySQL, MongoDB
**Others:** Git, Bash