Weslley Victor da Costa Vieira

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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, Database

LANGUAGES

Portuguese (Native)
English (Fluent)

PERSONAL PROJECTS

Here are some of the projects I developed:

Booked (PHP)
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 (using Object Oriented Programming and PDO) for the back-end and MySQL as the database.

Origami (PHP)
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 (PHP/Laravel)
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 (Javascript/Node.JS)
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 (Javascript/Node.JS)
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.

Blog (Javascript/Node.JS)
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

I have experience with the following technologies:
Programming languages: (proficient): JavaScript, Python, PHP **(familiar):** Java, Haskell
Front-end development: HTML5, CSS3, Bootstrap, JQuery
Back-end development and databases: Laravel, Node.Js, Express, Flask (familiar), MySQL, MongoDB
Others: Git, Unix bash