

Bruno Alves

FullStack Web Developer

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PORTFOLIO <https://nitodev.vercel.app/>

STATEMENT

I'm FullStack Developer. My goal is to acquire new skills that will improve my performance and productivity, so that I can grow as a person and as a professional, adding more value to the team project. I have knowledge mainly in the construction of products focused on the areas of eco-commerce, landing-pages, Web three, crowdfunding. Being challenged and keeping myself in constant learning are my motivators.

LINKS



GitHub
<https://github.com/nitoba>



LinkedIn
<https://www.linkedin.com/in/bruno-alves-882173161/>



X (formerly Twitter)
https://x.com/nito_b_a

EDUCATION

Rocketseat

In progress

Ignite - Bootcamp (React, Node and React Native)

Instituto Federal do Piauí

Graduated in 2021

Licenciatura em Biologia

Instituto Federal do Piauí

Graduated in 2017

Electronics technician

SKILLS TRIDENT

Web Development

HTML/CSS/JS React React Native

React Query Expo Node.js GraphQL

PostgreSQL Nest.js Next.js Fastify Express

TailwindCSS Radix UI Prisma Drizzle

Industry Knowledge

User Interfaces User Experience Wireframing

SaaS Marketing Sites

Tools

Figma AWS Docker Git Vercel

LANGUAGES

Portuguese

Native

English

Writing (Intermediate), Listening (Intermediate), Speaking (Intermediate)

ADDITIONAL INFORMATION

Interests

Design System UI Kit Developer Experience

Mobile Development

Currently learning

Go Astro Kafta RabbitMQ UX Bun

WORK EXPERIENCE



Fullstack Developer • Sthorm

Aug 2019 → Present São Paulo, Brasil (Remote)

- Worked on several projects with the development team from creating mobile apps, backend websites and dapps.
- Some projects worked on: [Sthorm Website](#), [PlanetaryX](#), [Good Noise](#), [ImmunoX](#), [ViralCure](#) and [Viralcure Market](#), [Cry.me](#), [Mabloc](#), [Artbit](#), [Global Pandemic Shield](#).
- Using Technologies: React, NextJs, NestJs, React Native, Flutter, Angular, GraphQL, RestFull, C#, Swagger, Docker, Vercel, AWS, Google Cloud and Git.



Game Developer • LABIRAS

Sep 2017 → May 2019 Teresina, Brasil (On-site)

- Worked on game development using mainly Unreal Engine

OTHER SIDE PROJECT EXPERIENCE



Expo crop image • Open Source Community

Oct 2021 → Present



RsXp • Open Source Community

Apr 2023 São Paulo, Brasil



Clean Dart CLI • Open Source Community

Apr 2019 → Present México (Online)



Sobralcar • Freelance

Nov 2023 Caldas da Rainha, Portugal (Remote)



Morcegos do Piauí • Educational

May 2020 Teresina, Brasil (On-site)