

# TATIANA BERNARDO

WEB DEVELOPER

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## ABOUT ME

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My passions are video games, learning new technologies and creating art. I am always eager to work on projects that combine these interests.

## MY SKILLS

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HTML	██████████████████
CSS/SASS	██████████████████
JAVASCRIPT	██████████████████
REACTJS	██████████████████
NODEJS	██████████████████
PHP	██████████████████
RUBY	██████████████████
RUBY ON RAILS	██████████████████
MYSQL	██████████████████
DOCKER	██████████████████
PHOTOSHOP	██████████████████

## LANGUAGES

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ENGLISH	██████████████████
PORTUGUESE	██████████████████
JAPANESE	██████████████████

## REFERENCES

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References available upon request.

## WORK EXPERIENCE

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### JUNIOR DEVELOPER

(2017 - Present)

#### Square Enix Europe - London, UK

As a full stack engineer, I create APIs and backend services; and ensure their successful integration with the ReactJS frontend. This requires me to not only write clean and readable code but to interact with a diverse range of teams.

### QA ANALYST

(2015 - 2017)

#### Square Enix Europe - London, UK

I assisted the development team by running tests on their web based applications, to guarantee their stability and reliability. These tests were then converted into an automated test framework, which further improved the effectiveness and efficiency.

### GAME DESIGNER

(2014 - 2015)

#### Sioux - São Paulo, BRAZIL

I worked with several clients; creating advergames, digital board games, and learning objects. Several of our games were developed in HTML5 and Javascript.

### COMMUNITY MANAGER AND COSTUMER SUPPORT

(2013)

#### Pipa Studios - São Paulo, BRAZIL

I provided engaging content and small contests for the users of our game, as well as helping them with issues they had.

## OTHER EXPERIENCE

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### FREELANCE

As an opportunity to expand my knowledge, I worked as a coach for Rails Girls; developed a website for Angels with Scaly Wings and I worked with Women Hack for Non-Profits, to create the website Elimu Network.

## EDUCATION

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### BACHELOR OF GAME DESIGN

(2010 - 2013)

#### Universidade Anhembi Morumbi (Brazil)

I designed and developed six major games, which included board games and fully animated 3D video games.