

# TATIANA BERNARDO

WEB DEVELOPER

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## ABOUT ME +

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 +

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

## LANGUAGES +

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

## REFERENCES +

References available upon request.

## WORK EXPERIENCE +

**WEB DEVELOPER**  
(2018 - Present)

**Square Enix Europe - London, UK**  
As a full stack engineer for the front end team, I work with several products, creating their main websites in ReactJS and Gatsby. I organise the content sent by clients, as well as the design and transform that into useful and readable code.

**JUNIOR DEVELOPER**  
(2017 - 2018)

**Square Enix Europe - London, UK**  
In my junior role, I assisted senior developers with their applications and small bug fixes, using Elixir and Javascript.

**QA ANALYST**  
(2015 - 2017)

**Square Enix Europe - London, UK**  
I assisted the development team by running tests on their web based applications.

**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 +

**FREELANCE**

I worked as a coach for Rails Girls; developed a website for Angels with Scaly Wings with Hugo and Forestry.io and I worked with Women Hack for Non-Profits, to create the website Elimu Network.

## EDUCATION +

**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.