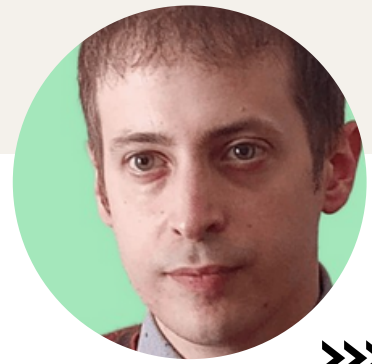


Fernando Braz



»» SENIOR SOFTWARE DEVELOPER

PERSONAL SUMMARY

I'm a versatile software developer with an affinity for Nest.js and Next.js. Typically, my focus is on full product development. I enjoy taking projects from concept to completion, utilizing my knowledge to create end-to-end solutions. My experience revolves around delivering comprehensive results, and I find the most fulfillment in roles where I can contribute across the entire product lifecycle.

CONTACT INFO

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Website: www.fernandobraz.online

PERSONAL DATA

Born in 1987. Buenos Aires, Argentina.

Dual nationality Argentinian - Portuguese.

Legal residency and bank account in Portugal.

All legal work requirements met.

Programming since 2003.

7 years of professional experience.

SOFT SKILLS

Emotional intelligence and empathy.

Written communication.

Active listening.

Conflict resolution, background in law.

EDUCATION

Abogacía e Ingeniería en Informática

Universidad Nacional de la Matanza | 2015



LANGUAGES

A1/A2 Basic user; | B1/B2 Independent user; | C1/C2 advanced user

	UNDERSTANDING	SPEAKING	WRITING
English	C2	B2	C2
Portuguese	C1	A2	C1
Spanish	Native	Native	Native



TECHNICAL ABILITIES BY PROJECT TIME

1- Beginner Academic , training only | **2 - Intermediate** Level 1 + small projects or internships **3- Advanced** Level 1/2 + project experience | **4 - Professional** Level 1/2/3 + wide professional experience | **5 - Expert**

PROGRAMMING

LANGUAGE	LEVEL	VERSIONS
.Net	4	.NET Core 2.1, .NET 5, .NET 8
JavaScript / Typescript	5	ECMAScript 2018 to Present / v3 to v5
Python	2	3.10 (Blender Only)
C/C++, Java	1	(Academic, during University)
PL/pgSQL, T-SQL	4	-

FRAMEWORKS

Entity Framework	3	.NET 5, .NET 8
LLBLGen Ormlite	2	v3
ServiceStack	3	v3
Avalonia / WPF MVVM	4	v11 / .NET Core 2.1, .NET 5
React.js / React Native (Expo)	4	16.4 to 18.2
TailwindCSS, Chakra UI	3	V3, 2.8.0
Next.js	3	v13 Page Router
Node.js	5	Node.js 4.9.1 to 20.8.1
Adonis.js	3	v4
Nest.js	4	v10
Prisma ORM	3	v4, v5

DATABASES / MIDDLEWARES

SQL Server	3	2008 R2
My SQL	3	8.0
PostgreSQL	3	15.1
Mongo DB	2	3.4
Redis	2	v7
RabbitMQ	2	v3
Nginx / Caddy	2 / 3	1.21 / 2

TOOLS

Visual Studio	2	17
JetBrains Rider	4	Latest
VSCode / JetBrains WebStorm	4	Latest
Tests (Jest, SuperTest, Playwright)	3	Latest: 29.7, 6.3, 1.37.1
StoryBook / Ladle	2 / 3	v6 / 2.17
Git / GitFlow	4 / 2	-
Docker / Kubernetes / Ansible	3 / 2 / 2	-

OTHERS

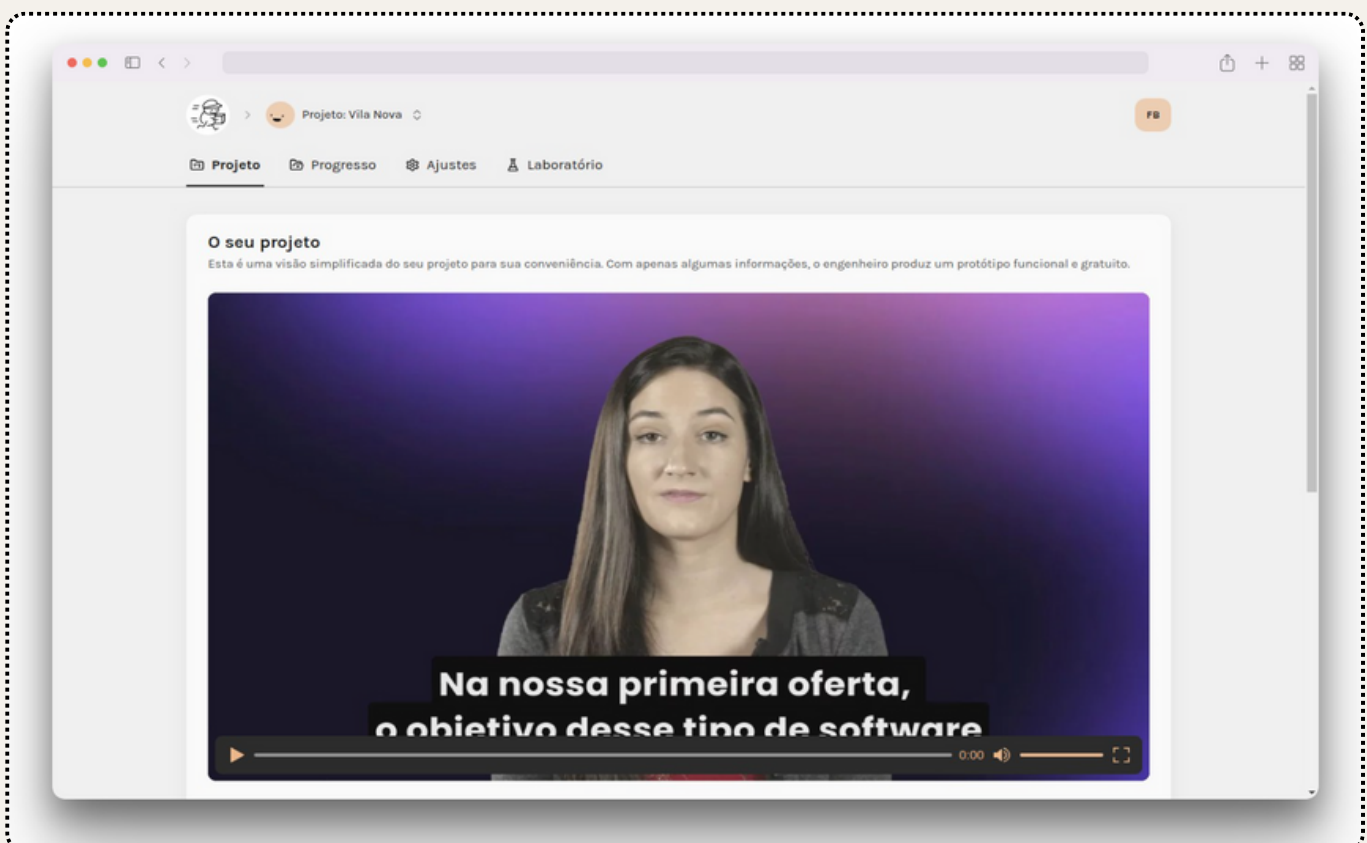
Unity / Plastic SCM	3 / 2	v5 to 2021.3.27f1 / 2021.3.27f1
Blender	4	2.9 to 3.6.4
Linux	5	(Debian Based) Ubuntu 16.04 to 22.04
Agile (Scrum)	3	-
AWS (ECS, ECR, CF, CW)	2	-

FLAGSHIP EXAMPLE

www.fernandobraz.online

Next.js v14

A project with all the bells and whistles of a modern Software-as-a-Service product, designed to allow a prospective client to request custom software development from an agency without any technical knowledge. To give the reader an estimate of how much time it takes me to develop a complete product, its development started in October 2023. I plan to add more features to the app over time, especially integrating Dite.io, which is similar to Twilio Video, and eventually use it to create a "unipersonal agency".



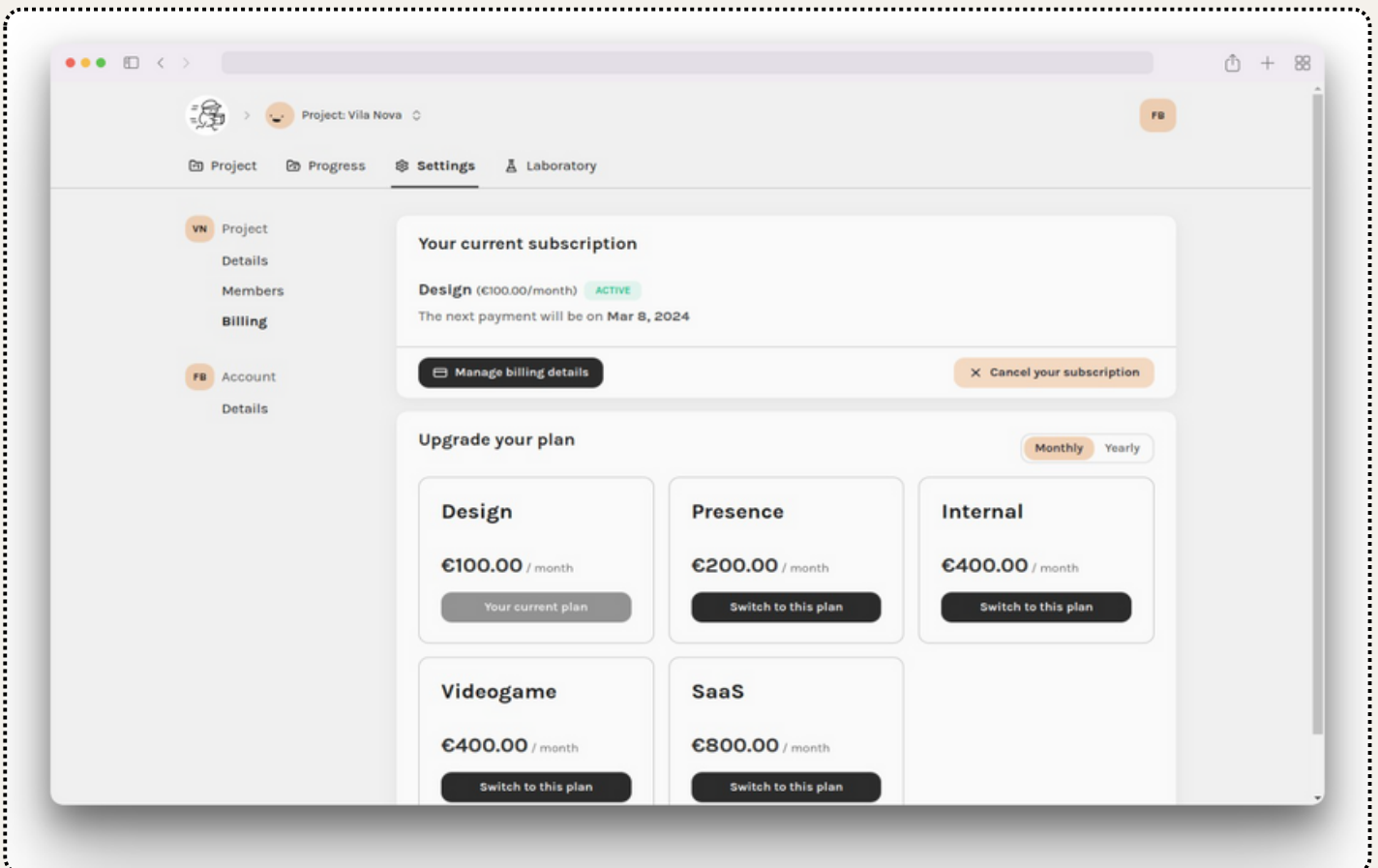
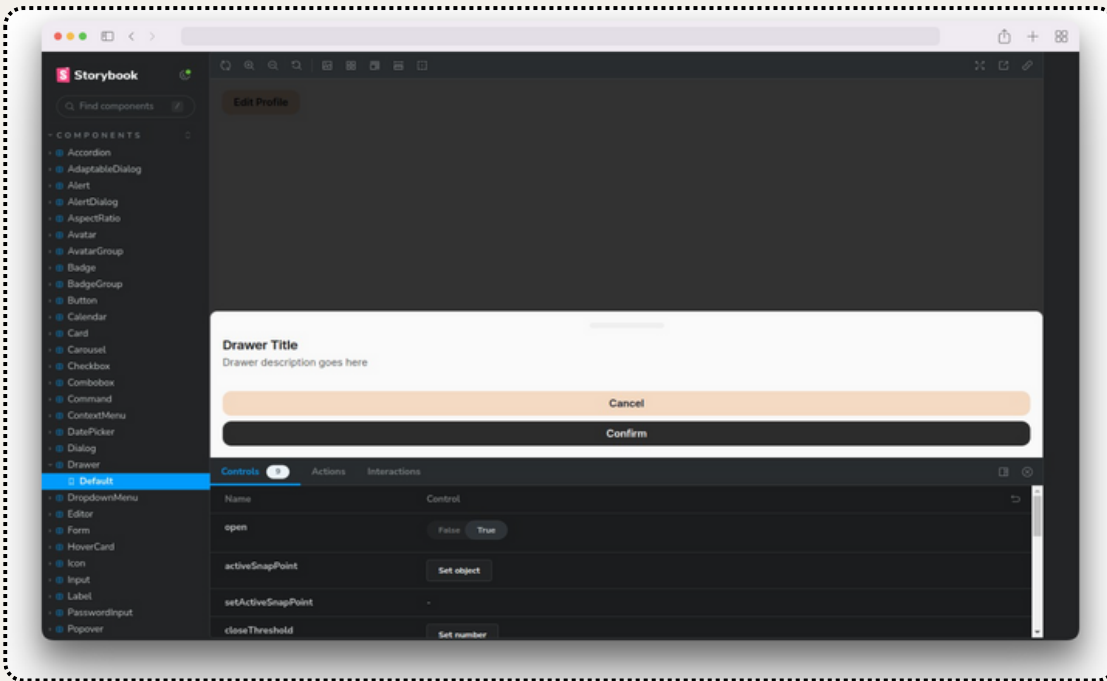
To date, it is missing one planned feature, namely replacing the TextArea control of Document, intended for development, with BlockNoteEditor, intended for production. Other than that, it is fully functional.

UI controls were developed with Storybook.

It is integrated with Stripe payments, in test mode right now (see the link for a credit card).

The project is a monorepo containing a Next.js frontend with a tRPC backend, and various shared packages for the API, auth, database, CMS, email sending and payments.

Other prominent dependencies are Prisma ORM to interact with Supabase, Jotai for state management, Lucia Auth, Shadcn UI, Next Intl for internationalization, React Email to interact with the Plunk mail service and Contentlayer as the CMS for the blog.



PROJECTS

Unity C# Developer & Blender 3D Artist

Asset Production | April 2022 to December 2022

After arriving in Portugal and getting my bank account here, I saw the opportunity to sell products as an independent thanks to Stripe, which is not available in Argentina. I produced a short set of assets in what I called "Gamekaiju" and got my sales via Discord communities. It consisted of a physics-based character controller that implemented a technique called "damped harmonic oscillators" that gave it a look close to modern Nintendo games, along with modular characters. The controller is still on my Github. The website is not online, but the design system I created for it (Next.js, Tailwind) is among my repositories too. A new installment of Gamekaiju is being worked on.

Main activities & technologies:

- C#, Unity URP 2021 LTS, JetBrains Rider.
- Blender. Several Blender & Unity Extensions to create rigs and animations.
- Development of a character controller based on harmonic oscillators.
- Modular characters, man and female multiple age groups, props, clothes and environment.

Veterinary CRM - Websat SRL

Next.js Full Stack Developer | October 2021 to January 2022

The owner wanted to get a CRM type product for the veterinary sector because he had connections in the sector and there was no modern alternative in our country. The functional requirements were easily obtained from a previous functional prototype, and I proceeded to implement one in Next.js (web) with a Tauri wrapper (for desktop), with the idea of introducing a PWA (for mobile) later, thus having a single code base. Unfortunately, the company's priorities changed and development stopped. The project used the layout offered by the wide range of Elastic UI v54 controls to structure the pages, similar to what is now found as EuiPageTemplate, with an EuiDataGrid that could be edited inline, leaving less frequently added information in pre-loaded form components ready to be overridden. Data was retrieved from Firebase on startup (some) and by accessing the appropriate path in the navigation. The first screen was basically the same structure as the introduction to the library documentation of that version, where multiple EuiCards with startup information replaced the page navigation/page layout, creating a dashboard with useful data for navigable routes, the cards being another way to navigate them. Multimedia content was shipped to Cloudinary for RAW file and video support.

Main activities & technologies:

- Development of the whole product, from concept to release.
- Firebase was a requirement.
- Next.js, React, Node.js, ElasticUI, Easy-Peasy, Firebase, Cloudinary.

Realtor System – Multiple Realtors, Sold Individually

React Native Developer | August 2020 to August 2021

This was a project using React Native Expo and React Native Elements v2 as my UI toolkit. There was no auth flow nor app stores, as my plan was to periodically update her device with a new APK. It was a CRUD over SQLite app with two lists provided by the long defunct "meliorence/react-native-snap-carousel" package at Home, which gave it a very nice look and feel. The first was a Tinder-like stacked list that was displayed if there were any consultations due by that date, and the second was a view of all the properties used to view and edit data. The latter had an associated checkbox group at the bottom for filtering and a text box for code searches. To create a new register, I set a "Use as Template" for the current property on the View & Edit page, which created a new one with the same data except for the photos and certain fields. Properties could be toggled as visible on/off so as not to clutter the home and brought back with the filter group.

Main activities & technologies:

- Development of the whole product, from concept to release.
- React Native Expo, SQLite.

Real Estate CRM – CRM Marzo

.NET Developer | March 2019 to September 2020

During this period, I resumed my work with CRM Marzo, making adjustments to the user experience and marketing. It was a moment of reflection on business practices and marketing, during which I undertook active reading on the subject of enhancing the communication of a product's value proposition. I improved the brochures and added a refined dashboard to the home window. This is how the project got its final name "March". I prioritized sales above all else.

Main activities & technologies:

- Product updates and adjustments.
- NET, WPF, MVVM, MahappsMetro, ServiceStack, LLBLGen, Entity Framework, SQL Server, Azure.



ASSETS AND GAMES

In my spare time I like to write about game design, make assets in Blender, and then bring them to Unity to give them some life.



Calendly-like Web App – Calzado y Artesanías Calchaquís

Node.js Developer | March 2018 to January 2019

During my work with this Tucuman-based family-owned handcrafted footwear company, I chose the full AdonisJS stack, including its ORM and HTML engine, which was a very good choice at the time considering the case. The interface for the Pug-like rendering engine was achieved by adapting a Bulma CSS template I bought from Themeforest for the effect. The app consisted basically of the classic JWT registration flow that gave way to a Calendly-like interface, with which the prospect coordinated with this family group.

Main activities & technologies:

- Development of the whole product, from concept to release.
- Adonis.js, REST, Node.js.

Real Estate CRM – CRM Marzo

.NET Developer | August 2016 to March 2018, July 2018 to January 2019

This was my first paid freelance job. It came to me thanks to an acquaintance who referred me to his employer. I started working almost immediately after my college exams. It was a CRM for windows with a MahapsMetro interface with elementary real estate functionalities. Most of the difficulty of the work arose for me in dealing with MVVM. It took me a few non-successive months to produce it. The rest of the time I don't introduce here was sporadic support for almost two years, with some additional functionality added in the process.

After the experience with Inmobiliaria Milani, I bought a licence for ServiceStack and LLBLGen Pro intending to improve my previous product with the best .NET technology and to make it available to a wider audience. I invested a few months watching Pluralsight courses, which weren't as good as I thought they would be, but finally I bought a course from a site I don't believe still exists, which gave me the right onion structure for my code. The biggest difference came from design choices, as this new product had a multi-tenant SQL database on Azure and several polymorphic fields. I sold one-year subscriptions with the help of my friend who had become a partner. It wasn't very profitable, but at least we stuck with it for two years.

Main activities & technologies:

First installment:

- Development of the whole product, from concept to release.
- .NET, WPF, MahappsMetro, MVVM, Entity Framework, SQL Server.

Second installment:

- Product updates and adjustments.
- .NET, WPF, MVVM, MahappsMetro, ServiceStack, LLBLGen, Entity Framework, SQL Server, Azure.