Murilo Henrique Matias

Fullstack javascript developer with over 5 years of experience in web development. I also have a background in UI/UX design and love delivering beautiful products.

BASIC INFO

Location: Curitiba, Paraná, Brazil Languages: English (C1), Portuguese (Native) Birth Date: Jun 02, 1996 (28 years old) E-mail: <u>murilohenriquematias@gmail.com</u> Github: <u>https://github.com/murilo9</u> LinkedIn: <u>https://www.linkedin.com/in/murilo-henrique-matias-4a6694153/</u> Behance: <u>https://www.behance.net/murilomatias5</u>

TECHNICAL BACKGROUND

- API development with NodeJS & Typescript (Express, Nest.js)
- Delivering great web applications and websites with React (Next.js) and Vue
- Writing HTML, CSS & Javascript code optimized for SEO
- Experience on multiple CSS libraries (MUI, Tailwind, Bootstrap, Ant Design)
- Delivering mobile apps with Capacitor
- Delivering desktop apps with Electron
- UI/UX prototyping & wireframing with Figma
- Deploying apps in cloud providers (AWS, Digital Ocean)
- Process automation with AWS Lambdas
- Data persistence with MongoDB and PostgreSQL
- Implementing CI/CD pipelines with Github Actions and Bitbucket
- Automated testing with RTL, Chai, Mocha, Jest and Cypress
- Implementing integrations with Stripe for payments
- Web servers and reverse-proxying management with Nginx
- Scaling applications with Docker
- Leadership of development teams

ACADEMIC FORMATION

Universidade Positivo

Systems' Analysis and Development - Associate's Degree Jan 2018 - Dec 2020 Curitiba, Paraná, Brazil

COMPANY EXPERIENCE

Full-stack Developer

DbFactory May 2024 - Current Curitiba, Brazil - Remote - 30h

Developing a B2B platform for real estate sales management.

- Frontend made with React.js, using React Query for HTTP requests and Zustand for state management.

- Backend made with Nest.js (REST API) using Keycloak for authentication and PostgreSQL as a database.

- Development environments are containerized with Docker.

- Automated tests written with Cypress for frontend and Jest for backend.

Full-stack Developer - Self-employed

<u>Sitehenger</u> Sep 2024 - May 2025 (8 months) Curitiba, Brazil - Remote - 40h

Design and development of websites for small businesses and professionals, focused on SEO and conversion.

- Using Next.js and a component library made by myself from scratch, designed on Figma.

- Websites hosted on AWS (S3 bucket + Cloudfront).

- Also built an admin panel where website owners can see analytics data, form submissions and manage the website's dynamic data. It was implemented as a multi-tenant SPA using React in the frontend and Nest.js in the backend. It was deployed in a AWS Lightsail VPS.

Frontend Developer - Full-time

<u>Liquid Al</u> Apr 2022 - July 2024 (2 years and 4 months) São Paulo, Brazil - Remote - 40h

Developed the frontend of a SaaS B2B platform for credit risk analysis.

- Frontend made with React.js, using Redux for state management.

- Automated tests written with Cypress for testing common user flows and Jest for testing complex code functions.

- I was also in charge of leading the entry-level developers.

Full-stack Developer - Contract

Tribe Networks Oy

May 2023 - Oct 2024 (1 year and 5 months) Helsinki, Finland - Remote - 15h

Developed a marketplace platform for venues rental and freelance coaching services.

- Frontend made with Next.js for SEO optimization, using MUI as the component library and Redux for state management.

- Implemented a REST API with Nest.js for the backend.

- Used MongoDB as a database.

- Implemented an integration with Stripe for payments handling.

Frontend Developer - Full-time

<u>WeON Omnichannel</u> Mar 2021 - Mar 2022 (1 year) Curitiba, Brazil - On-site - 40h

Implemented new features and fixed bugs in a B2B SaaS platform for call center management

- Using Vue.js in the frontend, Vuetify as the component library and Vuex for state management.

- Also took the initiative to implement the first automated tests in the frontend using Cypress, for testing common user flows.

Full-stack Developer - Part-time

<u>YouSendr</u> Jun 2019 - Jan 2021 (1 year and 8 months) Curitiba, Brazil - Remote - 30h

Developed add-ons for Google Suite.

- Some add-ons were developed using Vue and others using React (we tested both) and Ant Design as the component library.

- Implemented function for interacting with the files (sheets, documents) using Google App Script.

- Used Node.js in AWS lambdas for implementing a serverless backend API.

- DynamoDB for data storage and Cognito for user authentication.

Full-stack Developer - Internship

<u>Orbital</u>

Feb 2018 - May 2018 (4 months) Curitiba, Brazil - On-site - 30h

Implemented new features and fixed bugs in e-commerces and corporate websites.

- Used PHP and Laravel for full-stack development.

- Development environment containerized with Docker.

PERSONAL PROJECTS

Coralphaser

Ongoing

- Live website: https://coralphaser.com

Coralphaser is a platform where content creators, game developers, teachers and students can transform text scripts, dialogues, lessons or scenes into high-quality, likelike voiceovers using 40 different synthetic voice models.

Tech stack I'm using:

- Serverless backend implemented with AWS lambdas and SAM
- Text-to-speech worker implemented with Nest.js, deployed in a Lightsail VPS
- DynamoDB as general-purpose database
- S3 buckets for storing the synthesized mp3 files
- Cognito for user sign up and authentication
- Frontend built with React, using Styled Components and some Ant Design

Bookingeek

Paused

- Repository: <u>https://github.com/murilo9/bookingeek</u>
- Live website: <u>https://bookingeek.com/</u>

Bookingeek is a scheduling platform for small companies and entrepreneurs that facilitates bookings, appointments and schedules for services, venues, vehicles and professionals. The frontend is built with React using styled components and Redux Toolkit, deployed in a AWS S3 bucket over a Cloudfront CDN. The backend is implemented with Nest.js and MongoDB, running in an AWS EC2 instance.

CocoaTS Paused

- Repository: <u>https://github.com/murilo9/cocoa-ts</u>

A game engine based on HTML Canvas, made with Typescript and React. It uses Electron for the desktop builds, and Capacitor for the mobile builds. I've implemented sprite rendering, GUI rendering (with MUI as base), input controls and collision management using a collision detection third-party library.