Igor de Andrade Lopes

Full Stack Web Developer

✉ igor9487@gmail.com   📞 +55 21985293031   📍 Rio de Janeiro, RJ   ✎ igoralopes.github.io/

in linkedin.com/in/igorlopes-dev   ○ github.com/IgorALopes

Profile

Proactive, dedicated, and collaborative, I enjoy learning and challenging myself to achieve results with the team.
I can also work solely on **Frontend or Backend**.
I am eager and willing to learn new technologies to fit into the work environment.
I have skills with: **React Js, Javascript (ES6), MongoDB, Express, Tailwind, NodeJS, HTML & CSS, Git/GitHub**.

Education

Software Engineering Bachelor degree, *Estacio de Sá*   04/2023 – present

Full-Stack Web Developer Program, *Ironhack*   08/2022 – 10/2022
Intensive web development bootcamp (Full-Time)

- Front end technologies learned: HTML | CSS | JavaScript (ES6) | React
- Back end technologies learned: ExpressJs | NodeJs | MongoDb | Axios

Version Control: Git | GitHub

Interaction Design Postgraduate, *SENAC RJ*   2016 – 2018
The course enables the student to design interactive solutions for products and
digital interfaces, with a focus on User Experience.

Graphic Design Bachelor degree, *SENAC RJ*   2011 – 2014
Training in the creation of visual communication projects.

Projects

Oak School, *https://www.linkedin.com/feed/update/urn:li:activity:7046942717913776128/* ⊡
Freelance website where the proposal was to have an online presence and replace the old site made on Wix.
The site is responsive and React and Tailwind were used.

Game Tasting, *https://gametasting.netlify.app/* ⊡
An authorial website where game developers can make their games available to receive user feedback. The project was developed with complete CRUD and MERN technologies (MongoDB, Express.js, React.js, and Node.js).

Historic Soccer Teams, *https://historicsoccerteams.vercel.app/* ⊡
An authorial project with its own API where users can register their favorite soccer teams by adding stickers like in a sticker album inspired by the 2022 World Cup.

The Red Tower, *https://igoralopes.github.io/Projeto01-GAME-Ironhack/* ⊡
The task consists of creating a game using HTML, CSS, and JavaScript.
The authorial game developed is based on the turn-based dynamics, where the player performs an action and the enemy (computer) performs another action right after.

Experience

Online class coordinator | Graphic Designer, *CURSO A-PROV*   10/2018 – 11/2021
During my time working at the company, I had the opportunity to build and implement a crucial project for the organization's adaptation to the changes imposed by the COVID-19 pandemic. In a context of lockdowns and social distancing, I was one of the people responsible for implementing a online learning model, replacing the previous entirely in-person model.

Thanks to my ability to manage projects, I was able to coordinate several necessary stages for the transition, from selecting and training qualified teachers for the digital format to choosing appropriate platforms and technologies for the process.

The result of this initiative was a significant increase in the efficiency and accessibility of education, where we were able to maintain our goals in the quality of education. Additionally, the new model allowed us to continue our activities even in moments of instability and uncertainty, ensuring business continuity.

I believe that my contribution to this emergency change was fundamental to the organization's success during the crisis.

I was promoted to online class coordinator the following year, where the remote model was adapted and officially adopted alongside the in-person model.

- Maneged the full functioning of the remote learning modality.
- Technical assistance to customers.
- Creation of physical and virtual advertising, layout of internal material, in addition to updating and maintaining the institutional website and hardwares.

Technologies used: CorelDraw, Illustrator, Photoshop, Canva, Wix, Google workspace, Google Meet, Excel, SEO, Facebook Ads.

Graphic Designer, *AlphaGraphics Brasil*   05/2017 – 04/2018
- Creation of advertising pieces.
- Customer service.
- Printing and plotting quality, colors, use of inputs and materials.
- Handling of cutting, blocking, binding and similar machines.

Technologies used: CorelDraw, Illustrator, Photoshop

Graphic Designer, *Freelancer*   2009 – 2017
- Development of visual identity and online media.

Graphic Designer, *VelozGraf*   02/2005 – 05/2007
- Creation of advertising materials.
- Customer service.
- Printer - Print and plot quality, colors, waste reduction of materials.
- Finisher - Operation of cutting machine, blocking, binding, and related tasks.

Technologies used: CorelDraw, Illustrator, Photoshop.

Languages

English   **Portuguese(br)**
Proficient   Native