

RAFAEL HENRIQUES

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Junior Frontend Developer

With a proactive attitude to learning, I adapt to situations involving problem-solving, and I am a friendly colleague who is willing to collaborate. I stand out for my attention to detail and I'm very dedicated to any project I'm part of.

UI Designer & Frontend Developer Humboldt Adventure (2024) FREELANCE

- Development of graphic assets for a German travel agency operating in Ecuador.
- Provision of consultancy services and meetings with clients in Spanish.
- Redesign and creation of web pages in Nuxt, using Vue.js. Adding functionality to a travel booking platform. Application of responsive designs and creation of dynamic and reusable components, such as forms, cards, carousels, etc.

Frontend Developer Lisbon Awards Group (2024) FREELANCE

- UX Design and prototyping in Figma for a SaaS platform for project and client management. Coordination with the management team to iterate and test prototypes created.
- Front-end implementation using React.js, Tailwind and Material UI. API connection and redefinition of the platform and data structures, in partnership with a backend developer.

UX/UI & Graphic Designer Upwork (2023 - 2024) FREELANCE

- Designing components and layouts for web platforms, applying UX/UI concepts.
- Production of design elements such as icons, mock-ups, wireframes, flyers and posts.
- Meetings and feedback exchanges in English with foreign clients.

Web Developer Flovers (2021 - 2023) FREELANCE

- Website design and development for the Portuguese brand Flovers. Prototyping in Figma, UI Design, programming (html, css and javascript), illustration and graphic design.
- Conducting meetings and adapting the website to the client's needs and tastes. Creating design elements for the brand according to the visual identity across platforms.

Volunteer - ADSTV, Torres Vedras (2021 - Presente)

IT services offered to the Blood Donors Association. Creation and iteration of the UI Design for a future website, meeting with board members and prototyping.

Comic Book Artist - Escorpião Azul, Lisboa (2015 - 2019)

Publication of a solo science fiction book in 2017. Participation in two other volumes of Portuguese comics, with renowned authors linked to the Polvo publishing house.

BSc in Computer Science and Engineering

Técnico, Lisboa (Present)

Science and Technology (CCH)

Externato de Penafirme, Lisboa (2014 - 2017)

Development: HTML, CSS, Tailwind, MUI, JavaScript, React.js, Vue.js, Nuxt, Python, SQL, Git, GitHub, VSCode, Firebase, APIs

Design: Figma, Adobe XD, Illustrator, Photoshop, UX, UI, Wireframing, Prototyping

Languages: Portuguese (Mother tongue), English (Fluent), Spanish (Intermediate)