JOÃO BARRIAS
SOFTWARE DEVELOPER

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ABOUT ME

I'm a passionate software developer with a knack for crafting innovative solutions using React, Node.js, and JavaScript, adaptable to any tech a project demands. Rock and metal music, anime, and video games fuel my creativity, while AI, VR, and emerging tech keep me inspired. I sharpen my strategic thinking with chess, stay active at the gym, and plan to finish my Master's in Software Engineering as my next educational step. I adapt, learn, and deliver—whatever the challenge, I make it happen.

LINK

Portfolio:
https://joaobarrias.com/

LANGUAGES

PORTUGUESE

ENGLISH

JAPANESE

PERSONAL DETAILS

Date of birth
14 Dec 1995

Nationality
Portuguese

DRIVING LICENSE

Driving license category
B

WORK EXPERIENCE

FREELANCE
Jan 2024 - Jun 2024

Discord Bot Development

Created and managed Discord servers for clients, designing bots with Discord.js to streamline community management and boost engagement. Key features included a guest introduction system validated by admins, event RSVP tracking with real-time updates, and a mass messaging tool for community-wide announcements. Focused on optimizing user interaction and fostering vibrant, well-organized communities.
Technologies used:
Backend: Node.js, Discord.js, various npm packages (e.g., @discordjs/collection, node-fetch, ws)
Additional Tools: Heroku (hosting)
Version Control: Git

FREELANCE
Jul 2023 - Oct 2023

Web Development Project

Development of a web service in React, that allows the users to place bids for songs for a DJ to play in a social setting. The DJ can then accept the bid or deny it (must give a reason). When the bid is accepted, it goes into the playlist queue, where every user can see it displayed in the DJ's profile. For the song searching feature, the Spotify API was used, and for the rest of the data storage, MongoDB was used.
Technologies used
Frontend: HTML, CSS, JavaScript, React
Backend: Node.js, Express.js
Database: MongoDB
API Interaction: Insomnia
Additional Tools: JWT (JSON Web Tokens, used for authentication), Multer, CORS, Cookie-parser, Bcrypt, Cron
Version Control: Git

INDEPENDENT PROJECT
Jul 2022 - Mar 2023

AI Art and Digital Merchandise Entrepreneur

Leveraged AI generation with MidJourney, alongside Adobe Illustrator and Photoshop, to create and sell niche designs across platforms like Redbubble, Shopify, and Displate. Managed all aspects of design, marketing, and sales, while partnering with Printful and Printify to streamline production and shipping logistics. Developed a simple JavaScript algorithm to calculate profits, factoring in varying shipping fees, taxes, and production costs.
Technologies: MidJourney, Adobe Photoshop, Adobe Illustrator, JavaScript

E-COMMERCE WEBSITE
Dec 2018 - Nov 2019

Chat Support Representative

Provided real-time chat support for an e-commerce website, assisting customers with product inquiries, purchasing processes, and service-related questions. Helped customers navigate the platform and troubleshoot issues. Collaborated with the website owner to identify recurring customer concerns, leading to improvements in the FAQ section and an enhanced overall user experience.

PLANETA VIRTUAL
Porto
Feb 2018 - Jul 2018

Curricular Internship

Developed a platform that enables online enrollment in various courses, allowing promoting institutions to manage their own enrollment models. Facilitated the online publication of courses, enabling institutions to track user enrollments and manage data collection templates and payment processes. Designed and implemented a relational database that supports operations from both back-office and front-office perspectives, ensuring the platform's functionality.
Technologies used:
Frontend: HTML, CSS, JavaScript
Backend: ASP.NET, VB.NET
Database: SQL Server

SKILLS

Technical Proficiencies

JAVASCRIPT, REACT, NODE.JS, HTML, CSS, MONGODB, DISCORD.JS

R, C#, ANGULAR, SQL, JQUERY, GIT, JSON, BOOTSTRAP, INSOMNIA, JAVA, UI/UX DESIGN, CANVAS, ANDROID STUDIO, XML, VB.NET, DEVOPS, JASMINE, JEST

PYTHON, PHP, ASP.NET, JENKINS, WEBGL, THREE.JS, JUNIT

Multimedia Applications

UNITY, BLENDER 3D, RPGMAKER

ADOBE PHOTOSHOP & ILLUSTRATOR, JUSTINMIND

VEGAS, ADOBE PREMIERE, AUDACITY

EDUCATION

POLYTECHNIC OF PORTO - SCHOOL OF ENGINEERING
Porto
Pending completion

Master's Degree in 'Computer Engineering' (Graphics and Interactive Systems)

Some projects developed:

- Executed comprehensive statistical data analyses using RStudio.
- Developed interactive games utilizing RPGMaker and Unity platforms
- Authored a published article on mobile game development
- Developed a React-based livestreaming app with toggleable video sources (local camera, IP camera, pre-recorded) and MobX state management.
- Built a C# application for rendering 3D scenes with ray tracing, featuring ambient/diffuse lighting, shadows, and reflection/refraction effects.
- Constructed a continuous integration/continuous deployment (CI/CD) pipeline with Jenkins.

POLYTECHNIC OF PORTO - SCHOOL OF MEDIA, ARTS AND DESIGN
Porto
2018

Degree in 'Technologies and Information Systems for the Web'

Some projects developed:

- Development of an application to manage parking spaces in the college parking lot with Java
- Development of a 3D graphical application of the solar system in WebGL / Three.js
- Creation and animation of numerous character models in Blender 3D.
- Development of a web service to help companies more easily judge their financial status, in JavaScript using the canvas element.
- Development of a platform game in Unity.
- Development of an Android application that allows safe internet browsing for children with parental control in Android Studio.
- Prototyping a subscription web service in Justinmind.

FILIPA DE VILHENA HIGH SCHOOL
Porto
2014

Secondary education in 'Science and Technologies'

OTHER CERTIFICATES

- 1st Conference on Interactive and Intelligent Systems on the theme "Are you ready for the Future of Internet?" (Organizer).
- Seminar "Game Development in Unity".
- Conference "Games Development Technologies".
- Conference: Challenges of e-commerce.
- 1st Conference on "Academic Success in Higher Education".
- 2nd Seminar "Research, Innovation and Intervention in Gerontology".
- IX International Conference on Research and Intervention in Human Resources: Work, Ethics and Digital Technology.
- Seminar "Circular economy: challenges and success stories".
- Final conference of the Low Carbon Innovation project.
- 4th Iberian Robotics Conference.