

William Bernardes Magalhães

Full-Stack Developer

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Profile

Self-taught programmer with experience in a variety of languages including C#, Python, and JavaScript.

As a freelancer, I have worked on both frontend and backend projects, having implemented websites, app features and developed mobile applications and I am well-versed in agile development methodologies.

Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

Eager to take on new challenges, I am confident in my ability to contribute to the success of any project. I am excited to leverage my skills and experience to bring innovative solutions and contribute to the success of a project.

Relevant Experience

Full-Stack Developer – Greenole

January 2023 - Present

Developed dynamic dashboards using HTML, CSS, JavaScript and Angular. Simultaneously, I've used my proficiency in Python, PostgreSQL and Redis to build a Django RESTful API backend and microservices, such as an user customizable alert system.

Throughout these projects, I collaborated actively with cross-functional teams, ensuring seamless integration between frontend and backend components.

Skills

| | |
|----------|-------|
| C# | ★★★★★ |
| Python | ★★★★★ |
| JS/TS | ★★★★★ |
| HTML/CSS | ★★★★★ |
| SQL | ★★★★★ |
| Lua | ★★★★★ |
| React | ★★★★ |
| Angular | ★★★ |
| Rust | ★★ |
| Go | ★ |

Education

Master in Chemistry, UEL

Jan 2018 - Dec 2020

Bachelor in Chemistry, UEL

Jan 2011 - Dec 2016

Languages

Portuguese and English.

Freelancer Full-Stack Developer – SpaceWizard Studios

August 2020 - Present

Developed applications and games written in C# within the Unity3D engine.

Implemented websites using HTML, CSS, JavaScript and React.

Proficient in maintaining and configuring Git platforms and repositories. Having implemented automated tests, automated code reviews and continuous integration.

Experience in modeling and supporting both SQL and NoSQL databases.

Master in Chemistry – UEL

January 2018 - December 2020

Built and trained a convolutional neural network model with the Python framework TensorFlow, to classify images of coffee beans. Our dataset consisted of images of raw Arabica coffee beans, categorized as either 'perfect' or one of nine common defects found in coffees sold in the Brazilian internal market.

To ensure the model's accuracy and robustness, I employed data preprocessing techniques, including image augmentation and normalization. Additionally, I fine-tuned the CNN architecture and hyperparameters to optimize its performance.

This technology could significantly improve the efficiency of the coffee quality assessment process and the overall quality of Brazilian coffee exports.

Bachelor in Chemistry – UEL

January 2014 - December 2014

Developed an Arduino colorimeter, an instrument designed to measure the intensity of visible light transmitted through liquid samples of colored solutions, using an LED and a photodiode with an op-amp in transimpedance mode, enabling exceptional sensitivity and minimized noise, resulting in accurate and reliable measurements.

All the instrument parts were developed in-lab, including the custom-designed circuitry. The transimpedance amplifier configuration ensured high sensitivity and low noise, resulting in precise color measurements. The Arduino board served as the control unit.

For the user interface, we utilized C# to create an intuitive platform for users to make measurements easily and view results in real-time.

This colorimeter could be used for teaching the colorimetry technique, as it is affordable and accurate enough for solutions of simple matrices.