

Jorge Filipe

SOFTWARE ENGINEER · FRONT-END DEVELOPER

Lisbon, Portugal

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Summary

I'm a JavaScript developer with a deep passion for web and software development, especially when it comes to working with Vue (both 2 and 3). I take pride in my strong work ethic and dedication to delivering top-notch results. As a team player with a good sense of humor, I believe in the power of clear communication and leading by example to drive progress.

I have experience leading teams, guiding projects to successful outcomes, and ensuring that best practices and performance optimization are always at the forefront. My focus is on crafting scalable, modular solutions that stand the test of time.

I'm now looking for a front-end engineer role where I can leverage my skills and contribute meaningfully to both team and individual success.

Work Experience

SandersStay

Lisbon, Portugal / Copenhagen,
Denmark

LEAD FRONT-END ENGINEER

2022 - 2024

- Expert in Vue.js and Nuxt.js for scalable UIs.
- Built the main company website, optimizing for SEO.
- Designed a back-office system for bookings and listings.
- Developed modular, reusable UI components.
- Integrated third-party APIs for payments, analytics, localization, etc.
- Collaborated with teams for smooth front-end integration.
- Maintained high code quality with best practices and contributed to project planning and retrospectives
- Implemented CI/CD pipelines for environment deployments.

Linkfire

Lisbon, Portugal / Copenhagen,
Denmark

SENIOR FRONT-END ENGINEER / TECH LEAD

2019 - 2022

- Led the partners team as tech lead.
- Built a high-reach widget from scratch, used widely by clients.
- Worked closely with designers for incremental releases.
- Managed a large feature: adding contextual targeting to the widget.
- Contributed to four projects: widget, ad management, back-office, and contextual targeting.
- Onboarded new team members.
- Participated in all SCRUM ceremonies.
- Tech stack: Vue, web components, CSS/SCSS, AWS, Jira, Lokalise, GitHub Actions, REST.
- Conducted code reviews and wrote unit and E2E tests using Jest and Playwright.

Helpr Tech

Lisbon, Portugal

FRONT-END ENGINEER

2016 - 2019

- Responsible for the development of helpr's CMS.
- Built with Angular (with unit testing) and it is responsive.
- Features include the ability to send, filter and target push notifications to specific audiences on mobile phones. As well as user listing, content editing and analytics.
- Code quality, testability and consistent project structure.
- Development of hybrid apps, using Ionic.
- AngularJS, Angular and Ionic Framework. SCSS.

bimK

Oeiras, Portugal

FULL STACK DEVELOPER

2015 - 2016

- Developed a Sims-like portal, that offered object for architects to use in their projects.
- Responsible for developing the analytics front-end, allowing for the user to switch between various chart types, and view statistics by country, in a world-map.
- Play framework, AngularJS HTML5 and SCSS. PostgreSQL, Java, Elasticsearch.

Museu Nacional de História Natural e da Ciência

Lisbon, Portugal

WEB DEVELOPER

2014 - 2016

- Designed the museum's website structure and created it in Drupal.
- In a different project, I helped to structure a citizen science platform.

Innovation Makers

FULL STACK DEVELOPER

Oeiras, Portugal

2014 (summer internship)

- Developed a server side prototype for a banking kiosk.
- Experimenting a websockets protocol to establish the connection between the server and the interface.
- C#, websockets. Javascript, HTML.

Primedrinks

TRAINEE

Lisbon, Portugal

2013 (summer internship)

- Setup required systems, maintaining network structure, helpdesk.
- Overall interesting experience, mainly because of daily contact with people: understanding their needs and figure the best quality/cost solution.
- Microsoft technologies.

INEDC-ID

FULL STACK DEVELOPER

Lisbon, Portugal

2012 (summer internship)

- Development of a serious game aiming to explain the basic life support protocol.
- C# and Unity game engine.
- Awarded with a grade of 17/20 by the jury.

Education

Instituto Superior Técnico, Universidade de Lisboa

M.Sc. IN INFORMATION SYSTEMS AND COMPUTER ENGINEERING

Oeiras, Portugal

2013 - 2015

- The thesis, "Where Have I Been - Visualizing Personal Geolocation Data," involved cleaning GPS data, using spatial queries to analyze time spent at locations, and creating a user-friendly visual query interface. It utilized Python, PostGIS, JavaScript, and HTML.
- avg. grade: 16/20

Instituto Superior Técnico, Universidade de Lisboa

BACHELOR IN INFORMATION SYSTEMS AND COMPUTER ENGINEERING

Lisboa, Portugal

2010 - 2013

- avg. grade: 13/20

Skills

Development

- HTML5, CSS3, Javascript ES6 (Functional, Modular and Object Oriented), Single Page Applications, Web Components, Git, GitHub actions, AWS services, Azure

Javascript frameworks

- Vue2, Vue3, AngularJS, Angular, Ionic, Jest, Selenium, Protractor, Playwright

Soft skills

- Enthusiasm, problem solving, teamwork, decision making, quick learning, determination, responsibility, proactivity, result-driven.

Interests

- Multimedia, interfaces, web development, programming, computer science, tech conferences, game development, serious games, quantified self, photography, bike, swimming, traveling.