Andre Mendonca

Front-end Developer and UI/UX Designer

I am a passionate Front-End Developer and UI/UX Designer with over 4 years of hands-on experience in building engaging digital solutions. I excel in challenging environments where each obstacle represents an opportunity for growth. I'm eager to continue pushing the boundaries of development and design and exploring emerging tools to provide a seamless user experience.

Experience

Front-end Developer and UI/UX Designer

BFJ DIGITAL - QLD, AUSTRALIA

At BFJ, I work closely with the clients to set expectations and manage projects, leading headless CMS development as well as conducting design and competitor research.

Web Developer

DIGITAL BAZAAR - QLD, AUSTRALIA

At Digital Bazaar, I worked in the development of custom WordPress and Shopify websites using a varied set of Front-end styling libraries in a full responsive, mobile-first approach.

Junior Web Developer

HANDLE-IT DESIGN - DF, BRAZIL

At Handle-it, I was responsible for developing, providing support and troubleshooting applications as well as performing optimisations and applying SEO standards.

Data Handling Internship

STATE'S CIVIL POLICE - DF, BRAZIL

My key responsibilities included implementing, manipulating and consuming RESTful APIs and collaborating with other team members to ensure endpoints availability.

- Headless CMS Development
- Wireframing, Branding & Design
- Project Management & Client Relationship
 - NOV 2022 APR 2023

APR 2023 - PRESENT

- Elementor, EditorX & Divi Development
- SASS/SCSS, LESS & Bootstrap 5
- WordPress & Shopify Custom Development

NOV 2021 - MAR 2022

- React Js for UI Building
- Optimisation Processes & Lighthouse
- SEO-ready Development & Best Practices

FEB 2020 - DEC 2021

- Implementing/Manipulating APIs
- RESTful CRUD Efficiency
- Ensure Endpoints Availability

Education

Information Technology Diploma

Wells International College - QLD, Australia

Front-end Development & UI Design

Origamid - DF, Brazil

Sep 2022 - Sep 2024

Feb 2021 - Sep 2022