

Nelson Silva

Frontend Developer | React & React Native

Professional Summary

Frontend developer building web applications since 2017, mainly with React, Next.js and TypeScript. Experience spans e-commerce storefronts, relocation services and startup products.

Founder of Auramenta, a private journaling app for iPhone, iPad, Android and Mac. Built with React Native and Expo and published on the App Store and Google Play. Work includes UI development, API integrations, automated testing and mobile releases.

Employment History

Frontend Developer at IMPACT Commerce, Remote

Jan 2024 — Jul 2026

Developed e-commerce storefronts and integrations for clients using React, Next.js, TypeScript, GraphQL, Redux and Sass.

Full Stack Developer at RelocationOnline, Inc., Remote

Apr 2023 — Sept 2023

Worked on a platform for relocation service providers using React, TypeScript, Redux and Tailwind CSS, with Ruby on Rails and PostgreSQL. Used Cypress for testing.

Full Stack Developer at Noona, Remote

Jan 2022 — Mar 2023

Worked on a platform connecting customers with local businesses. Used React, TypeScript, Meteor, Apollo and GraphQL, with Redux, MobX, Go and MongoDB. Used Cypress for testing.

Frontend Developer at InterNations GO!, Matosinhos, Portugal

Feb 2019 — Nov 2021

Developed the frontend of a relocation services platform using Vue, TypeScript, MobX, Sass and Foundation. Used Cypress for testing.

Full Stack/Blockchain Developer at git//scale, Porto, Portugal

Aug 2018 — Dec 2018

Worked on a code analytics platform for open-source projects using React, Apollo, GraphQL, PostgreSQL, PostGraphile, Sass and Ant Design.

Frontend Developer at Weissmaler GmbH, Matosinhos, Portugal

Aug 2017 — Oct 2018

Developed the frontend of a platform for finding painters using React, Relay, GraphQL, Flow, MobX and Semantic UI. Also worked with Ruby on Rails, PostgreSQL, PostGIS and Cypress.

Details

Póvoa de Varzim, Portugal
nelsonsilvadev@gmail.com

Links

Portfolio
GitHub
Auramenta website
Auramenta on the App Store
Auramenta on Google Play

Skills

Web: React, Next.js, Vue

Languages: TypeScript, JavaScript

Mobile: React Native, Expo

UI: HTML, CSS, Sass, Styled Components

State: Redux Toolkit, MobX

Data: GraphQL, Apollo, SQLite

Testing: Jest, Cypress, React Native Testing Library

Delivery: Git, EAS Build, EAS Update

Subscriptions: RevenueCat

Languages

Portuguese

English

Hobbies

Writing, Reading, Cooking, Travelling, Exercising, Going Out

Projects

Auramenta - Private Journal

Nov 2023 — Present

Built and published a private journaling app for iPhone, iPad, Android phones and tablets, and Macs with Apple silicon, using React Native, Expo and TypeScript.

- Developed journal entries with photos and voice notes, on-device text analysis and SQLite storage, alongside mood tracking and goals.
- Implemented encrypted backups for Auramenta+ using iCloud on Apple devices and Google Drive on Android. Integrated RevenueCat for subscriptions and purchase restoration.
- Built reusable UI components, navigation and animations with Redux Toolkit, React Navigation and Reanimated.
- Added automated tests with Jest and React Native Testing Library, and configured EAS builds and updates.

View on the App Store | View on Google Play | auramenta.com

Caffeine Algorithm - Coding Community

Sept 2021 — Present

Built a programming education website with Next.js, React, TypeScript and Markdown. Covers Python, C#, Java, Go, JavaScript, Ruby, HTML and CSS.

caffeinealgorithm.com

Run For It - Mobile Adventure Game

Jul 2016 — Mar 2017

Developed a mobile adventure game using Unity and C#, with Unity Ads and Google Play Games integration.

Development videos | Trailer

Education

Degree in Computer Science (EQF Level 6), Universidade da Maia - UMAIA, Maia, Portugal

2014 — 2017

Technological Specialisation in Information Systems Development (EQF Level 5), Universidade da Maia - UMAIA, Maia, Portugal

2013 — 2014

Extracurricular Activities

Speaker at Congresso Nacional de Profissionais de TI, Conapti, Brazil

Oct 2016

Gave a talk on studying programming in Europe, covering the course and the challenges students face.