

Jezz Lucena

Senior Front End Engineer

Summary

Building magical end-user experiences is my true passion. I actively seek out new technologies, and stay up-to-date on the industry's most recent frameworks, languages and trends.

With a Bachelor's degree in Computer Engineering and a Master's degree in Interactive Media & Game Development, continued education has allowed me to stay ahead of the curve and deliver exceptional work to each employer I've worked for - both full-time and contract.

My technical expertise includes cross-platform proficiency (Mac OS, Unix, Linux and Windows); expertise in 13 scripting/programming languages (including ES6, CSS3, HTML5, Phoenix/Elixir and PostgreSQL); and advanced knowledge of developer applications, tools, methodologies and best practices (including OOD, client/server architecture and self-test automation).

Experience

Senior Front End Engineer

dezembro de 2017 - Present

Senior Full Stack Engineer at Wonderschool

maio de 2017 - dezembro de 2017 (8 meses)

During my stay at Wonderschool, I took ownership of full stack features that required skills in both the front end (React.js+Redux) and a RESTful back end (Elixir+Phoenix). The database was powered by PostgreSQL. I occasionally also worked very closely to the UI/UX Designer, collectively creating wireframes and making minor changes on previously conceived interfaces.

Node.js Back End Engineer at Starbreeze Studios

agosto de 2016 - maio de 2017 (10 meses)

At Starbreeze, I developed tools for the internal use-only game engine Valhalla, specifically on the version control feature. Using Node.JS, alongside with designing UI/UX for the version control portion of the Valhalla engine.

Professor, Interactive Media at Emerson College

julho de 2016 - dezembro de 2016 (6 meses)

The Interactive Media for Artists class introduces the theory and practice of interactive media. Technologies covered are HTML5, CSS3, and JavaScript. Additional topics include semantic web design and

development, graphics and imaging, interface design, user experience, project management, and the mobile web. Emphasis is on making creative works.

Front End Developer at Kaon Interactive

janeiro de 2015 - maio de 2016 (1 ano 5 meses)

At Kaon Interactive I was responsible for overhauling the entire company's CMS and home page. To accomplish that, I used languages like HTML5, CSS3, Javascript, and frameworks jQuery and Bootstrap, alongside with a small PHP + MySQL + CakePHP back end. When I was not working on the CMS, the pipeline at Kaon was very fast paced, with the average agile projects lasting 2 to 3 weeks.

Lead Software Engineer at HXD Smart Solutions

dezembro de 2009 - maio de 2014 (4 anos 6 meses)

At HXD Smart Solutions we published fast-paced projects (2-week SCRUM sprints). Straight out of college, I managed teams of 3 to 5 interns to deliver visually appealing software to clients like Coca-Cola and Hyundai. Some of the technologies used were JavaScript, HTML5, CSS3, jQuery, Bootstrap. On a side note, I took ownership of designing an architecture that helped us deliver enterprise projects before the deadlines for 2+ years.

Education

Worcester Polytechnic Institute

Master of Science (MSc), Interactive Media and Game Development, 2014 - 2016

Universidade Federal do Rio Grande do Norte

Bachelor's degree, Computer Engineering, 2008 - 2013

Honors and Awards

International Academic Excellence Scholarship from Worcester Polytechnic Institute

Jezz Lucena

Senior Front End Engineer



[Contact Jezz on LinkedIn](#)