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- São Paulo, Brazil

EDUCATION

IGTI

MBA Machine Learning
2017 - 2019

Unifatea

Postgraduate Developer of Projects and Web Applications
2014 - 2015

Fatec Guaratinguetá

Analysis and Systems Development
2011 - 2023

PUBLICATIONS

[GraphQL - The revolutionary query language and data manipulation for APIs](#)

Akira Hanashiro

Software Engineer | Game Developer
| Technical Instructor | Speaker |
Writer

I create web systems, responsible websites, desktop apps, mobile apps and games.

Creator of No-Run Development Methodology

I've created over 90 programming courses and trained thousands of people.

I work with agile methodologies, automation of tasks and tests, design techniques and UX, aiming to improve the product and/or services and the productivity of the team.

Experience with startups and large multinationals and remote work since 2013.

<<< More details in my [Portfolio](#) and [Linkedin](#)

MAIN WORK EXPERIENCE

The complete list of experience is on LinkedIn and portfolio (with pictures)

Front-end Engineer 2022

Modularity | San Francisco, California - United States

Website development (with Next.js and Material UI) and financial management system development using React and Tailwind. Development of components for design system, creation of collaborative tools experience (like Figma and Google Docs) and implementation of Micro Front-end architecture.

#I led the design system team, improving components creation

#I improved the user experience with UX/UI and design techniques, resulting in increased customer satisfaction and engagement.

#I was responsible for the creation of collaborative tools experience (like Figma and Google Docs), which enabled users to work better as a team

#I helped improve the application architecture

#I implemented the Micro Front-end architecture, which improved the organization of a very large application with many different functionalities and helped to isolate bugs, making them easier to identify and fix, which helped to streamline the development process and make it more efficient

#Rapid prototyping for presentations to potential customers

#Design of web systems and mobile apps on Whimsical and Figma, helping to improve understanding of what should be developed

#Proof of concept to bring new tools to the system

#Task automation to accelerate and standardize the application development process

#I was responsible for the development of the company's website (Next.js and Material UI), following SEO rules and techniques to keep the website fast, accessible, light, but ensuring a great user experience

TreinaWeb | São Paulo - Brazil

TreinaWeb is one of Brazil's largest online course platforms

#Front End Engineer responsible for the website (PHP), blog (Wordpress) and Online Learning Platform (React / Next.js), considered by the CEO as "the best platform we've ever had"

I improved the user experience following good UI/UX practices, design principles and animations techniques.

#Market research on the most requested technologies and most used techniques in order to create more relevant content

I helped to better organize courses creation and blog posts guides, improving standardization and SEO, consequently sales. Invited to be a partner of the company

#Creation of screen recorder for courses creation, which improved my workflow and efficiency

#Creation of static files server with fake database with APIs to teach front-end development, which helped to engage and motivate students to develop more advanced applications while studying a new framework

#Author of TreinaWeb's blog.

#Creation of videos of development quick tips for Youtube/Facebook, Workshops and Lives, which attracted new customers and improved our communication and engagement with our audience.

Development of more than 95 online courses about subjects like Angular, Angular.js, CSS3, Cypress, Electrod, Electron, Ember, Express, Flux, Google Chrome Developer Tools, GraphQL, HTML5, Jasmine, JavaScript, Jest, jQuery, MaterialUI, MongoDB, NPM, Next.js, Node.js, PWA, React, React Native, Redux, RegEx, RxJS, Sass, Styled Components, Testing Library, TypeScript, Vue, Webpack, Yarn, etc. that helped students to gain the skills and knowledge they needed to succeed in their careers. Many of my students went on to secure jobs at top companies in the industry

Full-Stack Engineer

2014 - 2016

Gauge | São José dos Campos, São Paulo - Brazil

As a Front End Developer at Gauge, I used HTML5, CSS3, and JavaScript to develop modern web systems for clients such as Embraer, Vivo, Itaú, and Ambev. I worked with agile methodologies (SCRUM) and technologies like Angular and React to deliver high-quality solutions.

I organized and defined the front-end tasks

I implemented Vagrant to keep development environments more uniform.

I started the organization of components in a reusable module to be documented and shared across projects

I helped the UI/UX team to create the visual elements

I introduced e2e testing to the project, which brought more reliability from customers

Some projects:

#MSG-3 (Embraer) - Aircraft maintenance system - it helped the company to streamline its operations and improve the accuracy of its maintenance records

#Vivo Dashboard (Vivo) - Dashboard - it provided Vivo with a valuable tool for managing and analyzing data from its fixed telephony, mobile telephony, internet, and pay TV services

#Tax Calendar System (Ambev) - I fixed the Ambev (brewing company) tax calendar system, that helped the company to accurately track and manage its tax obligations

#CSI (Embraer) - Procurement management system - it helped the company to efficiently manage its procurement processes

Front-End Engineer / Mobile App and Games Developer

2013 - 2014

EXLA | Guaratinguetá, São Paulo - Brazil

Development of a school management system (administrator, parents, students, teachers) using jQuery, KendoUI and PhoneGap, auxiliary applications for the main system. This helped teachers to organize their schedules and communication between parents and school that improved the school's operations and communication.

Development of interactive children's games controlled by the teacher's tablet using Angular.js and Node.js with WebSockets, which helped to engage and motivate students.

I created an application with GPS to correct data on the location of student's homes, allowing us to better visualize the distribution of students across the city map (Google Maps API), which improved our transport management.