

I'm a CSS and Women in Tech enthusiast **front-end developer** since 2014. I have a focus on Human-Computer Interaction and UX/UI.

## Experience

**Senior Front-end Developer @ Dog and Pony Studios** April 2021 – July 2021

Dog and Pony Studios has a multi-cultural team based in Brazil, Canada, Portugal, United Kingdom and Spain I worked on institutional websites to multiple clients based in Canada. The stack included Nuxt.js, Vue.js, Tailwind, Wordpress and vanilla Javascript. Accessibility was an importance feature, and I conducted tests using AXE tools. Full-time position

**Front-end Developer @ Winston Project via Toptal** March 2019 – March 2021

As a freelancer working full-time with Winston Project, I've been part of the team that delivered over 25 websites related to online higher-education programs from universities all over the United States. Since July 2020, I was the main front-end developer working on the implementation of the company's Design System. The stack included Gridsome, Vue.js and Tailwind or Hugo, jQuery, and Sass. I always kept a high standard for Accessibility (using Site Improve tool) and SEO optimization. Full-time position.

**Front-end Developer @ Apollo.io via Toptal** December 2018 – August 2019

At Apollo, I worked with the Marketing team on the development of new pages and optimization of older pages on their website. With the Apollo team, I delivered pixel-perfect pages completely responsive to multiple devices. I improved its CSS organization by including the BEM methodology. Part-time position.

**HCI Graduate Researcher @ Capes** July 2017 – February 2019

I was the recipient of one of the graduate research scholarships from a Brazilian government agency (CAPES). As a researcher on Human-Computer Interaction and Software Engineering fields. During my time as a researcher, I developed an approach called PWA-EU. This approach assists designers and developers to develop PWAs that are customizable by end-users. Through this customization, end-users may have a better user experience during their interactions. This research led to the publication of four scientific articles. Publications are available at <https://bit.ly/publications-giulia>. Full-time position.

## Education

**Master of Science in Computer Science** March 2017 – March 2019

Federal University of São Carlos – Sorocaba Campus  
Focus on Human-Computer Interaction and Software Engineering

**Bachelor of Science in Computer Science** March 2016 – August 2016

OTH Regensburg – Germany  
Exchange Student in Full-time Internship @ Infineon AG

**Bachelor of Science in Computer Science** February 2012 – February 2016

São Paulo State University – Bauru Campus

**Bachelor of Science in Computer Science** August 2013– June 2014

Rochester Institute of Technology – Rochester, NY USA  
Non-degree International Student. Recipient from the Brazilian Scientific Mobility Program with a fully funded Scholarship.