

Ana Carraca

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Experience

TerminApp GmbH

Fullstack developer

Main responsible for developing an internal management system (React and Node.js), and an external API for developers (Node.js). Developed a storage layer to manage multiple database locations and standardize the business logic. Implemented general backend features to extend the company's main application.

Munich, Germany

5/2017–Now

Next Generation Mobility GmbH & Co. KG

Backend & Mobile developer

Backend: Responsible for bridging communication between a set of services for the company's fleet management application. These independent services range from embedded software reporting the current status of a vehicle to communication with the customer using templated emails sent via Amazon SES.

Mobile: Responsible for the development of multiple car sharing Android/iOS apps using React Native, allowing the customer to check for vehicle availability and e.g. unlock the rental vehicle's doors.

Munich, Germany

1/2016–4/2017

Moontrip IT

Backend developer

Sole responsible for developing the backend for the company's flagship product, a travel search engine that recommends travel packages based on user specified criteria (climate, budget, etc.). Implemented a flight desirability ranking algorithm using machine learning techniques. Developed front-end components using React.

Porto, Portugal

3/2015–12/2015

MOVE Microfinance

Fellow

Volunteer in a Portuguese NGO, working in the microcredit and entrepreneurship area in the Mozambique Island. It aims to help people create and develop their own businesses, offering credit and support to achieve better results.

Mozambique Island, Mozambique

9/2014–2/2015

Serious Games Institute (Coventry University)

Intern, Master's thesis

Development of a procedurally-generated location based game that improves presentation of tourism information. The user study conducted showed the game provided a positive user experience.

Coventry, UK

2/2014–7/2014

Center for Cognitive Sciences (Albert-Ludwigs-Universitaet Freiburg)

Intern

Developed a model for multi-agent simulation of passengers' flow through Frankfurt airport. The application was further extended to allow researchers to visualize and interact with it by using multiple attached Oculus Rift headsets.

Freiburg, Germany

7/2013–9/2013

IDEIA.M

Intern

Responsible for developing a companion app for the company's guitars. The app added features such as a tuner and sound effect pedals. Development required the application of signal processing techniques to both obtain and post-process the guitar's signal.

Porto, Portugal

2/2013–5/2013

Education

Faculty of Engineering, University of Porto

Master in Informatics and Computer Engineering

Porto, Portugal

2013–2014

Barcelona School of Informatics, Polytechnical University of Catalunya (Erasmus Programme)

Master in Information Technologies

Barcelona, Spain

2012–2013

Faculty of Engineering, University of Porto

Bachelor in Informatics and Computer Engineering

Porto, Portugal

2009–2012

Skills

Programming.....

Experienced: Javascript, Node.js, React Native, Web Services, MongoDB

Familiar with: TypeScript, Gulp/Grunt, Webpack, Ember.js, React, Unity 3D, HTML, CSS, LaTeX, Java

Used in the past: AngularJS, Python, Matlab, C#, Ruby on Rails

Languages.....

Portuguese - Mother Tongue, English - Fluent, Spanish - Basic, German - Basic

Extracurricular

Coder Dojo: Taught programming basics to children aged 7 to 17 on a volunteer basis.

AV technician: Provided technical support (light, audio and video) to any event happening in the faculty.

Social Action Group of the University of Porto: Volunteered regularly with developmentally challenged children.

Musical Studies: Completed the 5th degree in Classical Guitar and played for the musical group of the university.

Portuguese Scout Movement: Training of leadership and group work skills.