Romel Perez
Web Frontend Software Engineer

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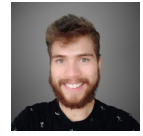linkedin.com/in/romelperez
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Summary

Romel is a passionate Frontend Engineer with 10+ years of experience building web applications, design systems, frameworks, and UI tools for education, administration, marketing, entertainment, sales, web mapping, advertisement, construction, trading, and more. His specialties are TypeScript technologies with a focus on scale, performance, and testability. Romel is enthusiastic about creating delightful user experiences. He is ready to contribute to projects to make the world a better place.

Work Experience

Frontend Engineer

Self-employed - Feb 2022 - Currently - Freelance

- Specified, designed, and developed a web application for landowners, land agents, and project developers interested in restoration projects in the carbon market.
- Supported the development of a single-page web application to manage small to medium-sized construction companies' administrative tasks.
- Defined and developed a design system UI component library for a single-page web application to manage construction tasks, inventories, documents, and users.
- Designed and developed a trading dashboard web application to visualize and analyze trading movements for an internal trading algorithm.

Frontend Developer

Turbulent Media Inc. - Apr 2021 - Aug 2021 (5 mos) - Full-time Contract - Remote

- Maintained functionalities in a gaming communication web app and a contentful website.
- Created heavily animated, highly interactive, customizable, accessible, contentful, futuristic marketing pages for a gaming community.
- Supported the architectural decisions for existing and new features in gaming community web apps.

Web Engineer

Huge Inc. - May 2018 - Oct 2020 (2 yrs 6 mos) - Full-time Contract - Medellín / Remote

- Designed and developed an extensive framework to create a digital display web advertising system at scale with a focus on high performance and extensibility, which triplicated the production of ad units with faster and fewer processes in two years.
- Migrated and upgraded a large and old external digital display web advertising system to a simpler, easier, and faster system to integrate with an existing one. The process required to design and develop two web applications for internal testing.
- Mentored members of the team about internal tools, technologies, and engineering processes.
- Reviewed development processes on multiple projects using shared internal tools and engineering practices.

Frontend Engineer

Jobsity LLC - Sep 2017 - Apr 2018 (8 mos) - Full-time Contract - Medellín / Remote

- Developed and documented scalable, extensible, dynamic, and interactive UI 2D map library to use across different real-time web apps.
- Created and maintained new features for a real-time web app for managing and monitoring electronic sensors and devices for industrial warehouses and storage buildings.
- Supported the analysis and definition of technical specifications for internal tools shared across multiple projects.

Web Engineer

MediosTIC - Apr 2017 - Oct 2017 (7 mos) - Full-time Freelance - Bucaramanga / Remote

- Designed and developed educative, multiplayer, real-time, high-performance, well-tested, and responsive web application video game for an university economy program.
- Developed accessible and high-performance public forum manager progressive web application for unreliable internet connections.
- Reviewed and created technical proposals for new software development projects for the company.

Skills

- Web frontend application system design.
- Web applications, design systems, UI libraries, and frameworks development.
- Basic UI/UX visual and motion design.
- Mentoring and (non)technical documentation.
- Organized product and project management.
- High vocation to serve.
- Active listener and keen feedback communicator.
- Passionate and persistent learner.
- Dynamic and open-minded.

Technologies

- JavaScript, TypeScript, HTML, CSS, SASS.
- React.js, Next.js, Svelte, SvelteKit, Redux, SWR, Effector, ESLint, Jest, React Testing Library, Storybook, Cypress, Webpack, Vite, Vitest, ESBuild, Material UI, Emotion.sh, Motion.dev.
- Node.js, Lerna, Nx, MongoDB, Git, Nginx, Docker.
- SCRUM, C4Model, Flowcharts, Unix philosophy, Functional Programming, TDD, BEM, Atomic Design, Material Design, RESTful API, GraphQL.
- Linux, Mac, Windows, VS Code, Chrome DevTools.
- GitHub, NPM, Figma, Lucidcharts, DigitalOcean, Hasura, NHost, Netlify, Jira, Slack.

Education

Universidad Industrial de Santander

Systems Engineer - 2012 - 2015

Bachelor's Degree. 60% of the studies were finished. Remaining studies were self-taught.

Courses

React State Management in 2021
Egghead.io - Mar 2022

Complete guide to Prototyping & UI Animations in Principle
Awwwards - Mar 2022

Create a Design System from Scratch Using Figma
Awwwards - Feb 2022

JavaScript Design Patterns
Udacity - Aug 2015

How to Use Git and GitHub
Udacity - Aug 2015

Software Development Process
Udacity - Aug 2015

MongoDB for Node.js Developers
MongoDB - Jul 2014

Languages

- English - Professional working proficiency.
- Spanish - Native proficiency.

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Work Experience

Frontend Engineer

Vulcan Estudios Ltda. - Sep 2015 - Apr 2017 (1 yr 8 mos) - Full-time Freelance - Remote

- Developed and maintained pixel-perfect responsive web SPAs, PWAs, contentful websites, design systems, and UI component libraries, with awesome user experiences in a high-paced environment.
- Designed and developed a customizable UI component library to search and buy liquor online, which was implemented by multiple brands' websites.
- Created an interactive educational platform for bartenders. It was composed of two web applications, the content manager and the customer interface.
- Developed a pixel-perfect design system UI library for a small fruits and vegetables online marketplace.
- Made a web application to manage governmental events for agricultural guilds.
- Developed part of the UI components for a web platform that provides transfer money services for companies to sell products.
- Built a progressive web application with offline support for the company providing hiking and trekking services to track events and record multimedia on travels.

Junior Software Engineer

GRI Gestión en Responsabilidad Integral - Jul 2014 - Nov 2014 (5 mos) - Part-time - Bucaramanga

- Designed and developed the company website with general and service information.
- Designed and developed an internal database management tool for clients' contract data.
- Gained knowledge about general software engineering development.

Junior Software Engineer

UIS Grupo Calumet - Oct 2012 - Aug 2015 (2 yrs 11 mos) - Part-time - Bucaramanga

- Developed software tools to facilitate the development of university websites.
- Designed and developed UI component library to use in university websites.
- Mentored new students on web technologies, primarily JavaScript and related tools.
- Created extensive technical documentation about the software tools used across multiple projects.
- Developed desktop application to record, process, and store data from climatological sensors, a few web services to interpret the weather data, and web applications components to display weather information on multiple websites.

Volunteer Experience

Public Speaker

MedellinJS meetup - Sep 2018 - Oct 2018 (2 mos) - Medellín

Sharing about JavaScript unit-testing and CSS-in-JS tools to the Medellín community.

Co-Organizer and Public Speaker

BucaramangaJS meetup - Dec 2015 - Jun 2017 (1 yr 7 mos) - Bucaramanga

Teaching JavaScript and related technologies to the Bucaramanga community.

Interests

- Software Architecture.
- Climate Tech.
- Nature.
- Futuristic Science Fiction.