

Juan Ignacio Reyes Gutierrez

6173 Irpavi, Gobles Av. 12th St.
(+591) 75809992 • (+1) 8324900079 • reyesg.juani@gmail.com

EDUCATION

UX Design Institute, Glasgow Caledonian University
[Associate's](#) in User Experience Design

August 2021

Universidad Católica Boliviana "San Pablo"
B.S. in Systems Engineering

June 2020

PROFESSIONAL EXPERIENCE

Senior Frontend Engineer

March 2023 - Present

Omedym

- Led the development of a new web application using *Next.js*, establishing an authentication module, *middlewares* for session authorization and refresh, and a mock server utilizing *MSW* to facilitate frontend development prior to backend integration.
- Upgraded project dependencies to address security vulnerabilities, including updating *React* and *React Router* versions, and developed a new internal *PDF* library.
- Optimized application performance by implementing *code-splitting* strategies, creating distinct bundles during the build process, and employing lazy loading for large packages through customized *Vite* and *Rollup* configurations.

Frontend Developer

July 2021 - July 2022

Dreamcode.io

- Collaborated with *Omedym*, a *B2B* automatization company specialized in digital sales rooms and interactive demo automation.
- Led the migration of a legacy *JavaScript* and *PHP* application to a modern *React-based* architecture using *Vite*, focusing on modularizing components in a *monorepo*, navigation, theming, and enhancing overall functionality.
- Implemented an authentication module utilizing *FusionAuth*, incorporating multi-tenancy support, along with a secure token refresh flow to ensure reliable user sessions.

Frontend Developer

July 2019 - July 2021

New Vision Data

- Worked on different projects for *Zebra Technologies* including sports (*NFL* players tracking) and enterprise resources tracking (*Ford*, *Jaguar*, *McDonalds*, etc).
- Managed the development of a real-time *NFL* player tracking interface, in order to see the players movement on their training fields and their stats.
- Constructed map screens for a *MHFD* project, allowing the analysis of rivers overflowing in different districts in the United States.

Software Developer Intern

June 2018 - August 2018

DaCorp Soft.

- Led the screens and interfaces development of an e-commerce platform that was built from scratch.

PROJECTS

Pick N' Pay

February 2021 - June 2021

Software Engineer/Designer

- Designed and developed their administration system, including sales reports and coupons generation that are sold on this *startup* e-commerce site.
- Constructed the information architecture for the administration system, including different types of platform integrations: databases, hosting and 3rd party services.
- Designed and developed a client's platform, where they can redeem the generated coupons bought on the e-commerce site.

ACCOMPLISHMENTS AND VOLUNTEER EXPERIENCE

Systems Engineering Workshop

Universidad Católica Boliviana "San Pablo"

- Binary numbers learning video game 2-2015
- Paper cleaning robot 1-2016
- Academic platform for a Theological Institution 2-2017, 1-2018
- "Cerro Rico" mountain elevations analysis 1-2018

Camino Ignaciano Participant

January 2018

ESEJOVEN Perú

- Participated among young people from Ecuador and Perú on this spiritual and apostolic experience in the north region of Perú (Jaén).
- Introduced some of the Bolivian culture to the different country peers.
- Shared with the native community members from Jaén, and helped them on their day to day tasks: involving children in different learning activities and helped out at the local church.

Red Juvenil Bolivia

February 2018 - August 2019

Jesuitas Bolivia

- Co-organized different activities in Jesuits schools for fundraising, helping finance different social projects and activities.
- Volunteered at *Adulam*, a therapeutic center for teenagers with addictive behaviors, sharing, learning and playing with them.

SKILLS

Programming: React, Next.js, TypeScript, JavaScript, Zustand, Vite, Redux, Git, HTML, CSS, Sass, Mapbox, Openlayers, Firebase, Webflow, REST.

Design: Figma, Sketch, Photoshop, Illustrator, inVision.

Platforms: macOS, Windows, Linux.

Others: UX/UI Design, Jira, Confluence, Scrum, Kanban.

Soft Skills: Leader, creative, empathic, helpful, collaborative, open-minded, friendly, respectful, patient.

CERTIFICATIONS

Accessibility: How to Design for All <i>The Interaction Design Foundation</i>	February 2021
UI Design Patterns for Successful Software <i>The Interaction Design Foundation</i>	August 2020
Design Thinking Fundamentals <i>Rochester Institute of Technology</i>	July 2020
Mobile User Experience (UX) Design <i>The Interaction Design Foundation</i>	July 2020
Enterprise Design Thinking Practitioner <i>IBM</i>	June 2020
Human-Centered Design: an Introduction <i>University of California San Diego</i>	June 2020

LANGUAGES

Spanish: Native Language
English: High-Intermediate Writing, Advanced Reading, Listening, and Speaking.
Portuguese: High-Intermediate.
Italian: Basic.
Russian: Basic.

HOBBIES

Chess, music, drums, video games, series or movies, soccer, grill and hang out with friends.