

Jorge Plasencia

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EDUCATION

Tecnologico de Monterrey

Bachelor of Science in Computer Science and Technology.

Aug. 2020 – May 2024

Guadalajara, Jalisco, México

EXPERIENCE

Frontend Team Lead

Lolasux

Sept. 2024 – Present

Zapopan, Jalisco, México

- Created multiple complex user interfaces including chats, a back-office and multi-step forms with state machines made using **x-state**.
- Led innovative frontend projects leveraging advanced AI capabilities to elevate user engagement and streamline operational processes.

Research & Development Intern

HP Labs

Oct. 2023 – Jul. 2024

Guadalajara, Jalisco, México

- Revamped 3D graphics visualization software with new features tailored for advanced manufacturing using both **three.js** and **VTK.js**, speeding up rendering by 25% for faster prototype iterations and market entry.
- Led the redesign and optimization of software frontend, resulting in a more user-friendly interface. Upgraded efficiency in navigating and manipulating complex 3D scenes by 25% for refined productivity in manufacturing workflows.

Frontend Engineer

Lizza

Jan. 2023 – Jul. 2023

Zapopan, Jalisco, México

- Deployed turborepo for efficient code management, boosting development speed by 30% and cutting new developer ramp-up time by 50%.
- Spearheaded tech stack upgrade to **Next.js**, leading to 30% faster page loads, 20% higher user engagement, and a 40% increase in user satisfaction while serving as primary UI frontend engineer.

Jr. Frontend Engineer

MisFans

Mar. 2022 – Oct. 2022

Zapopan, Jalisco, México

- Developed a cutting-edge donation component for OBS Studio, blending modern web technologies with Next.js and server-side rendering to enhance page load speeds and increase user engagement by 5%.

PROJECTS

Vesta (HP Labs) | JavaScript, React, Three.js, VTK.js, Electron.js

Oct. 2023 - Jul. 2024

- Contributed to the development of a sophisticated software tool utilized at HP Labs, leveraging **Three.js** for **WebGL**-based 3D visualization and interaction for preparing models for 3D printing using React and Electron.
- Mitigated crashes by optimizing handling of multiple 3D scenes, resulting in a **40% decrease in stability issues**.
- Implemented efficient C++ algorithms to optimize model processing and packing, leading to a significant enhancement in the software's performance and usability.

Marketplace (Lizza) | TypeScript, Next.js, Tailwind CSS, Framer Motion, Git

Feb. 2023 - Feb. 2023

- Increased user engagement by 20% through creating the marketplace user interface and integrating API endpoints for a better user experience, resulting in a significant decrease in bounce rate.
- Carried out a modular UI design approach to enhance reusability, resulting in a 20% reduction in development time and ensuring seamless scalability for the marketplace platform.

Shopper (Lizza) | TypeScript, Next.js, Tailwindcss, Git

Feb. 2023 - Feb. 2023

- Designed modular components using **Tailwind CSS** and **Framer Motion**, which facilitated usability for users; achieved a personal goal of reducing page **load time under two seconds** without compromising visual quality or responsiveness.
- Implemented **server-side rendering (SSR)** techniques alongside optimized code snippets and caching mechanisms to improve loading speeds, ultimately achieving a 30% reduction in page load times.

Seller (Lizza) | TypeScript, Next.js, Tailwind CSS, Framer Motion, Git

Jul. 2022 - Jul. 2022

- Designed a visually stunning UI, improving user engagement with a global notification system and engaging onboarding experiences using Framer Motion. Increased user interaction and streamlined user onboarding processes as a result.
- Boosted app functionality by integrating multiple shipping options and an analytics API. Elevated user engagement, aiding informed decision-making and optimizing customer experience.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python

Developer Tools: Linux Systems, CLI, Turborepo, Git, Vercel, Supabase

Frameworks & Libraries: Tailwindcss, React.js, Next.js, React Native, Three.js, React Three Fiber, Framer Motion