

Jorge Plasencia

+52 (612) 105-0129 | ✉ jorge@horuhe.dev | [in/in/jorgeplasenciaA](https://www.linkedin.com/in/jorgeplasenciaA) | [github/horumyy](https://github.com/horumyy)

EDUCATION

Tecnologico de Monterrey

Bachelor of Science in Computer Science and Technology

Aug. 2020 – May 2024

Guadalajara, Jalisco

EXPERIENCE

Research & Development Intern

HP Labs

Oct. 2023 – July 2024

Guadalajara, Jalisco

- Enhanced 3D graphics visualization software with new features, tailored for advanced 3D manufacturing applications
- Spearheaded the redesign and optimization of the visualization software's frontend for improved user experience and efficiency in 3D manufacturing

Frontend Engineer

Lizza

Jan. 2023 – July 2023

Zapopan, Jalisco

- Established the company's turborepo for streamlined code management and led the innovation and implementation of new features in the application
- Spearheaded the tech stack modernization by transitioning the application framework from Vue.js to Next.js and drove the development of the user interface as the primary UI Frontend Engineer

PROJECTS

Vesta (HP Labs) | *JavaScript, React, Three.js, VTK.js, 3D Printing, Electron.js*

Oct. 2023 - July 2024

- Contributed to the development of Vesta, 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
- Utilized VTK.js library to implement thermal analysis capabilities, ensuring accurate temperature predictions and optimizing print quality for HP 3D printers
- Implemented efficient C++ algorithms to handle model processing and packing, enhancing the software's performance and usability

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

Feb. 2023 🚀

- Led the design and implementation of the comprehensive user interface for the marketplace, seamlessly integrating API endpoints to populate all sections for a cohesive user experience
- Elevated the visual appeal and interactivity of the UI by leveraging Framer Motion for grid animations and dynamic page interactions, resulting in a more engaging user journey
- Created the UI with a focus on reusability, ensuring easy adaptation for future feature implementations and scalability of the marketplace platform

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

Feb. 2023 🚀

- Crafted a comprehensive UI for Lizza's official Shopper app, ensuring a responsive and user-friendly layout with personalized features
- Implemented a custom color and font system using class-variance-authority for a more maintainable and cleaner codebase
- Integrated API endpoints to showcase detailed information for stores and products within the app
- Leveraged the robust features of Next.js to build an efficient and seamless user experience in React, optimizing both server-side rendering and client-side navigation within the Shopper app

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

July 2022

- Crafted the visually appealing UI for Lizza's renowned Seller app in Mexico, featuring a global notification system and captivating onboarding experience powered by Framer Motion animations
- Expanded the functionality of the app with the addition of multiple shipping options, while integrating an analytics API to present data insights for informed decision-making
- Boosted operational efficiency by seamlessly integrating the Seller app with the POS system in a unified monorepo, streamlining processes and optimizing workflow

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