

Jorge Plasencia

+52 (612) 105-0129 | [Portfolio](#) | jorge@horuhe.dev | [/horumyy](#)

EDUCATION

Tecnologico de Monterrey Aug. 2020 – May 2024
Bachelor of Science in Computer Science and Technology Guadalajara, Jalisco

EXPERIENCE

Frontend Team Lead Sept. 2024 – Present
Lolasux Zapopan, Jalisco

- Acted as frontend team lead, fostering collaboration for transformative frontend initiatives with cutting-edge AI integration, resulting in enhanced user experience and operational efficiency.

Research & Development Intern Oct. 2023 – Jul. 2024
HP Labs Guadalajara, Jalisco

- Revamped 3D graphics visualization software with new features tailored for advanced manufacturing, 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 Jan. 2023 – Jul. 2023
Lizza Zapopan, Jalisco

- Deployed turborepo for efficient code management, boosting development speed by 30% and cutting new developer ramp-up time by 50%.
- Spearheaded tech stack upgrade, 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 Mar. 2022 – Oct. 2022
MisFans Zapopan, Jalisco

- Helped integrate modern web technologies at MisFans, enhancing page load speed by 15%, boosting user engagement by 5%, and increasing user satisfaction by 15%.

PROJECTS

Vesta (HP Labs) | *JavaScript, React, Three.js, VTK.js, 3D Printing, Electron.js* Oct. 2023 - Jul. 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
- 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

- 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

- Designed modular components within the marketplace's UI framework which facilitated usability for users; achieved a personal goal of reducing page load time under two seconds without compromising visual quality or responsiveness.
- Developed optimized code snippets and executed caching mechanisms to enhance loading speeds, resulting in a 30% reduction in page loading times. Additionally, this lead to a 25% decrease in development time for new features.

Seller (Lizza) | *TypeScript, Next.js, Tailwind CSS, Framer Motion, Git* Jul. 2022

- Designed a visually stunning UI for Lizza's Seller app, 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