

Marco Antonio Domínguez Software Engineer

I'm from Aguascalientes, Mexico! now based on New York.
Most of my experience is related to code websites and applications, using JavaScript.

I love to code high-performance solutions, using best practices and cutting edge technology.



About Me

Hello, I'm [Marco Antonio Domínguez](#), a Software Engineer currently located in New York. I love to write code, most of my experience is related (but not limited) to JavaScript.

Since graduating from [UAA](#), I spend most of my time coding, teaching, taking part in local communities/meetups and check what's new on the technology industry.

When not coding, I like to spend time with my beloved wife and dogs, - searching for new places to hang out, looking for another experiment, read another book, or watch the next movie.

Skills

Angular	Github	Docker	Next JS	Jest
Bitbucket	imagemin	GraphQL	Browserify	Babel JS
Autoprefixer	PostCSS	JavaScript	Prettier	Yarn
GIT	Redux	React Router	Puppeteer	NPM
eslint	CSS 3	Express JS	Foundation	Bower
HTML 5	Gitlab	Nodemon	Gulp	Webpack
Node JS	Immutable JS	Grunt	MySQL	Storybook
Redux Saga	Pug	jQuery	SASS/SCSS	RxJS
Bootstrap	TypeScript	React	LESS	

Experience

Senior Software Engineer - EPAM Systems

Ago 2018 - Present

- Improve application architecture and help to migrate the codebase into a modern tech stack.
- Help to define different code standards, refactor strategies, and workflow improvements.
- Decrease the building time in the CI to ~75% less of the original time.
- Refactor several parts of the application to decrease the execution time and loading time in the application.
- Include different tools to help the team to enhance the workflow, decrease the number of issues in the CI, avoid false-positive changes, keep consistent standards, and enable all the team to work faster.

- Integrate a monitoring tool to discover, track, monitor and fix uncaught-errors into the application, classifying each error by release and adding some useful information for further analysis and proper classification.
- Help to mentor different teammates about best practices, code standards, proper development workflow, and coding in general.

Senior Software Engineer - Luxoft

Oct 2017 - Jul 2018

- Migrate an application from old stack-based technology to a modern stack, using GraphQL, TypeScript, and Apollo.
- Perform different enhancements to decrease the time to perform several operations.

Senior Software Engineer - EPAM System

Nov 2016 - Oct 2017

- Centralize all the different dependencies for all the subprojects to create a single building and deploy process, generating a versioning system, in the past, all this process was manual and error-prone.
- Improve the loading time, define proper metrics, critical paths, and remove render blockers.
- Refactored the code to being aligned to several good practices to keep the code stable and aligned to the good practices of the market.
- Automate the process to build and deploy.

Software Developer - Unosquare

Feb 2016 - Oct 2016

- Help to improve the project's architecture, according to the requirements.
- Reduce the rendering time 20%-30%, by defining critical paths for rendering and proper metrics, removing unnecessary code, and optimize the code.
- Automate tasks to improve development time.

Front End Developer - Accenture

Mar 2015 - Feb 2016

- Lead some projects, gathering requirements and organizing the team for further development.
- Develop responsive sites from scratch based on the client guidelines.
- Extend some frameworks, libraries, polyfills, fallbacks, and utilities.
- Created an internal system to manage internal projects and events.

Web Developer - Softtek

Nov 2014 - Mar 2015

- Maintain a site based on AEM, providing a better structure for the application type, help to modularize the application and UI/UX enhancements.

Content Manager - Softtek

Jan 2014 - Nov 2014

- Maintain different sites over different countries focused on creating different microsites and manage assets.