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 <u>UAA</u>. 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.

CL	П	
$\supset K$		5
	1 1	\cup

Angular	Github	Docker	Next JS	Jest
Bitbucket	imagemin	GraphQL	Browserify	Babel JS
Autoprefixer	PostCSS	JavaScript	Prettier	Yarn
GIT	Redux	React Router	Puppeter	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 work flow 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 work flow, 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 work flow, 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.

Sofware 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.