

Patrick Galicia

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Full Stack Developer

WORK EXPERIENCES

Senior Software Engineer

Fandom

Remote | October 2022 - November 2024 | Departure due to company layoff

- Collaborated with multiple teams across Fandom organization to complete months long initiative regarding Metacritic site transition to NuxtJs Framework that increased site performance by 30%.
- Improved indirect ads performance by 20% by implementing lazy loads on certain ad units and performing experiments to test different ad placements.
- Implemented reusable frontend modules in the Fandom webpage using React.js, streamlining development and improving code maintainability.

Software Engineer

Red Ventures

Remote | November 2020 - October 2022

- Led frontend development for major initiatives, including an overhaul of Giantbomb's authentication process, which increased new user signups by 10% and improved authentication page performance by 45%.
- Enhanced site performance by migrating to Webpack, improving core web vitals by 20%, leading to faster load times and a better user experience.
- Contributed to modernizing the site by phasing out deprecated frameworks, and transitioning to TypeScript and VueJs.

Associate Frontend Developer

CBS Interactive

San Francisco | July 2019 - November 2020

- Developed multiple reusable frontend modules to be used across company-owned sites using Javascript.
- Assisted in developing an improved and structured CSS design system for enhanced functionality.

Front-End Developer Intern

APRL

Los Angeles, CA | April 2019 - July 2019

- Translated design team's mockups into responsive, interactive features, using ReactJs.

PERSONAL PROJECTS

[Portfolio Website](#) — 2024

Made with: ReactJs/NextJs, Redux, Javascript/Typescript, ESLint, Tailwind CSS/SASS

An interactive portfolio website that showcases my recent projects, skills, and technical experiences.

[Nook Doku](#) — 2024

Made with: ReactJs/NextJs, Redux, Javascript/Typescript, ESLint, Tailwind CSS/SASS

A trivia-like web application that tests your knowledge about the Animal Crossing intellectual property.

[Boolder](#) — 2023

Made with: VueJs/NuxtJs, Pinia, Javascript/Typescript, ESLint, Tailwind CSS/SASS

A web application that allows you to share your builds for Supergiant's game: Hades.

EDUCATION

University of California Irvine — *B.S. in Software Engineering*

SEPTEMBER 2014 - JUNE 2018

SKILLS

Languages: Javascript/Typescript, Java, PHP, Python, HTML5, CSS3/SASS, C#, C++, Lua

Frameworks: ReactJs/NuxtJs, VueJs/NextJs, NodeJs/ExpressJs, Redux, Pinia, Tailwind, Flask

Others: Git, MySQL, SQLite, MongoDB, GraphQL, Wordpress, Love2D, Sequelize, Mongoose, Webpack