

VICTOR RAGOJOS

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Technical Skills

- Languages: Go, JavaScript/TypeScript, Node.js, Swift, PHP, Lua, Java
- Frontend: React.js, Solid.js, Vue.js, Next.js, Remix.js, TailwindCSS, SCSS
- Backend & Data: GraphQL, MySQL, PostgreSQL, MongoDB, Redis, Memcached
- DevOps & Tools: Git, Docker, Terraform, Vite, Webpack, OpenTelemetry

Professional Experience

Offset Partners

Software Engineer – Product Team

Napa, CA

Jul 2019 – Oct 2024

- Lead the migration from Webpack to Vite for front-end build processes across all of Offset's products, slashing compilation times by 200% and streamlining the development workflow company wide. This overhaul significantly reduced configuration complexity and enabled enhanced security measures
- Orchestrated a comprehensive refactoring of a legacy PHP MVC framework, significantly reducing abstraction layers and simplifying the codebase. Implemented a more direct integration with Vite, eliminating inline scripts and enabling more efficient asset bundling. This streamlined architecture reduced duplicated and fragile code by 60%, enhancing system performance and accelerating page load times
- Architected and implemented a comprehensive Docker-based development environment, standardizing the entire codebase across multiple products. This initiative eliminated 'works on my machine' issues, reduced new developer onboarding time by 50%, and ensured consistent behavior between local, staging, and production environments

Napa Valley College

Computer Science Tutor

Napa, CA

Aug 2018 – May 2019

- Assisted fellow classmates by offering guidance on diverse study techniques for exams, projects, and assignments
- Presented different ways to visualize, understand, and enjoy complex programming topics
- Closely collaborated with professors to address teaching and assignment related concerns, fostering an improved learning experience

Projects

Offset Tent <https://tent.offsetdevops.com>

Go, GraphQL, OAuth2, MySQL, OpenTelemetry, Docker, GitHub Actions

- A workflow automation tool that synchronizes Basecamp cards/todos with GitHub issues/pull requests
- Implemented a bidirectional webhook system to enable real-time updates between Basecamp and GitHub, ensuring instant synchronization of task statuses and comments
- Leveraged OAuth2 for secure, user-initiated actions on both Basecamp and GitHub platforms
- Utilized GitHub's GraphQL API to minimize network calls and improve overall system performance
- Implemented observability using OpenTelemetry and axiom.co for real-time analytics and critical bug monitoring
- Orchestrated deployment using GitHub Actions and Docker, minimizing downtime during updates and hotfixes

Puzzlelely <https://puzzlelely.io>

Typescript, React.js, Next.js, Go, OAuth2, MySQL, OpenTelemetry, Docker, Terraform, GitHub Actions

- A puzzle game that was inspired by the BBC's "Only Connect" game show
- Designed and implemented a custom OAuth2 flow, enabling secure user authentication through trusted identity providers
- Utilized MySQL for efficient data storage and retrieval, with optimized queries for game state management
- Leveraged Terraform for Infrastructure as Code, provisioning and managing cloud resources including servers, load balancers, and SSL certificates
- Implemented observability using OpenTelemetry integrated with honeycomb.io for real-time monitoring and performance optimization
- Orchestrated a robust CI/CD pipeline using GitHub Actions and Docker, ensuring seamless deployments and minimizing downtime