VICTOR **RAGOJOS**

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Technical Skills

- Go, Javascript, Typescript, Node, Swift, PHP, Lua, Java
- React.js, Solid.js, Next.js, GraphQL, Vite, Webpack, MySQL, Postgres, MongoDB, Redis, Git, OpenTelemetry, Docker, Terraform

Professional Experience

Offset Partners
Napa, CA
Product Engineer – Product Team
Jul 2019 – Present
- Spearheaded the creation of a low code solution, enabling clients to seamlessly integrate our Cart and CMS services into their pre-existing websites
- Refactored legacy PHP MVC framework to enhance compatibility with React, resulting in a reduction of duplicated and fragile code by up to 60%
- Rewrote and implemented frontend build tools to products cutting down compilation times by up to 200%. Enhanced security measures were implemented, uncovering known vulnerabilities within frontend dependencies
- Closely collaborated with both the Project Manager and CTO to expand and strengthen our development team
- Integrated Docker into our codebase to reduce environmental discrepancies and streamline the setup process for local development environments

Napa Valley College
Napa, CA
Computer Science Tutor
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, OAuth2, MySQL, Docker, GitHub Actions
- A workflow automation tool that synchronizes Basecamp cards with GitHub issues
- Utilizes the OAuth2 protocol to establish a secure and streamlined mechanism for executing user-initiated actions seamlessly on both Basecamp and GitHub
- Utilized GitHub webhooks to guarantee real-time tracking of codebase updates
- Leveraged GitHub Actions and Docker to effectively minimize downtime during updates and hotfix deployments

Puzzlely https://puzzlely.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
- Authentication is realized through a customized OAuth2 flow, enabling users to login via trusted identity providers
- Servers, Load Balancers, and Certificates were provisioned with Terraform in conjunction with Cloudflare, DigitalOcean, and Vercel providers
- OpenTelemetry along with honeycomb.io monitors the backend services
- Leveraged GitHub Actions and Docker to effectively minimize downtime during updates and hotfix deployments