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Luis Merino

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I am a full-stack software engineer with over 16 years of experience in the industry, especially interested in building high-quality and scalable applications for the web and beyond.

Work Experience

Senior Software Engineer   Arrival   Oct 2020–Present
Robofacturing - Robotics division   Berlin, Germany

- Developed a web-based application to visualize, control and manage a robotized autonomous factory.
- Multiple stake-holders including factory personnel, factory engineers and other software engineers.
- Fully SPA written 100% in TypeScript, CSS-in-JS, with automated integration tests within a complex UI.
- Developed the design system integrated from Figma into React components and elements.
- The design system ended up being used by close to 50% of all front-end projects within the company.
- Created multiple CI flows and Docker containers for the projects I worked on.

Senior Software Engineer   ResearchGate   2016–2020
Core Frontend, DX and infrastructure team   Berlin, Germany

- Contributed to our design system.
- Contributed to our custom GraphQL client and tooling around it.
- Designed the interview process for full-stack product engineers, and lead dozens of interviews, hiring several new team members over my time at the company.
- Advocated for testing infrastructure and practices within the Front-end development teams
- Created my own UI/integration DSL for a testing framework built on top of Puppeteer and Jest.
- Created an HTML renderer for React to be able to work on email templates using JSX.
- Eventually worked on the entire product, improving performance, security (related to the user-facing product)., etc.
- Created my own containers in AWS and hosted multi-container Docker projects for interviewing.

Co-founder / CTO   Proudsugar   2013–2015
Berlin, Germany

- I was responsible for the implementation and technical decision-making. Our specialization was on figuring out the best approaches to improve businesses' revenue through deep understanding and systematic execution of analytics and business goals and needs.

Software Developer   Cloud9 IDE   2011
Amsterdam,Netherlands

- As a Javascript and Node.js developer, I was responsible for implementations on UI, code editor within the IDE as well as the Node.js modules for (s)FTP and the Heroku deployment integrations, among others.

Languages

- Spanish: Native
- English: fluent and competent verbally and written (C1 or above)
- German: fluent verbally (C1)

Relevant skills

- Languages: TypeScript, Node.js, Rust, PHP, Ruby
- Technologies: MySQL, Postgres, MongoDB, AWS, Git, Docker, Kubernetes, React or any JS framework/tooling
- Other: Data structures, algorithms, software design, modularity, code testability and maintainability

Projects

- Lately, to practice what I've learned about **Rust** I re-created one of my favorite childhood video-games in **Rust**: Columns! - (which I played on my Sega Master System II at 9 years of age).
- I authored a couple of projects on **Github** in the last years, one of them was widely adopted when it was still maintained reaching 1.1k stars and thousands of downloads weekly from NPM: https://github.com/researchgate/**react-intersection-observer**.

Interests

- I am an avid runner and occasionally jump into a morning Yoga class.
- I love to talk about renewable energy, batteries, electromobility, and all sorts of engineering.
- I very much enjoy cooking and being outdoors.
- I like building toys and playing with my 2 year old son.