

Victor Tortolero

SOFTWARE ENGINEER

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Experience

MEDWING

Guadalajara, Mexico (Remote)

SENIOR SOFTWARE ENGINEER

Apr. 2020 - Present

- Help to develop a Design System to improve designer/developer collaboration
- Mentor engineers to help them grow in their career
- Lead the efforts in the company front-end chapter to improve our practices and share knowledge
- Helped to implement a monitoring and error logging system for our front-end applications
- Made a plan and lead migration of a 3000+ files project from Flow to TypeScript
- Introduced and implemented tooling for visual regression testing in our apps

Wizeline

Guadalajara, Mexico

SOFTWARE ENGINEER (PROMOTED TO SENIOR SOFTWARE ENGINEER IN FEB. 2020)

Nov. 2017 - Apr. 2020

- Helped build new products for multiple clients, or maintain legacy applications
- Develop web applications using React, TypeScript and integrating with GraphQL clients
- Took part in interviewing process for new candidates, helping to hire engineers and grow the company
- Developed the content and facilitated training on: front-end, CSS Scalability, React, TypeScript.
- Worked with big multimedia companies to build and maintain products
- Made an internal product to manage office maps with a highly interactive UI
- Build internal tooling to help manage seating allocations and visualize the office plan

Hash Labs

Valencia, Venezuela (Remote)

SOFTWARE ENGINEER

Jan. 2017 - Aug. 2017

- Develop web applications using React, Redux, and GraphQL
- Develop web sites using Jekyll and SASS
- Develop REST api's development using Ruby on Rails

Manya.pe

Valencia, Venezuela (Remote)

FULL STACK DEVELOPER

Nov. 2016 - Jan. 2017

- Build web applications with Laravel and AngularJS

Appsglobals

Valencia, Venezuela (Remote)

SOFTWARE ENGINEER

Sep. 2016 - Dec. 2016

- Develop web applications with Laravel and AngularJS
- Hybrid Apps with Ionic2
- Database design and normalization

B2VX

Valencia, Venezuela

SOFTWARE ENGINEER

Ago. 2016 - Nov. 2016

- Develop web applications using Ruby on Rails
- Development of an Augmented Reality based game with Unity and Vuforia

Education

Universidad de Carabobo

Valencia, Venezuela

DEGREE IN COMPUTER SCIENCE

2013 - 2018

- Algorithms, Computer Graphics, Computer Networks, Operative Systems, Software Engineering...
- Did not finish, only took 6 out of 10 semesters.

Other

CERTIFICATIONS

- AWS Developer Associate
- React Wizeline Academy Certification

PUBLIC SPEAKING

- I taught JavaScript and React at a local bootcamp in Guadalajara, to teach people with non-technical backgrounds and help them get a job in tech.
- Gave a talk about Augmented Reality development with Unity3D + Vuforia
- "Service Worker Series: Offline Content Caching" a talk about how to cache content in a PWA for offline usage. I showed a demo of an app that used the Giphy API and the user could store gifs for offline viewing, [Talk Slides](#). I did this talk at Guadalajara local JavaScript community (GDLJS).

OPEN SOURCE CONTRIBUTIONS

- [apollographql/apollo-client#3725](#)
- [withspectrum/spectrum#3072](#)
- [google/WebFundamentals#6739](#)
- [wesbos/Advanced-React#109](#)