Victor **Tortolero**

SENIOR SOFTWARE ENGINEER

Guadalajara, Mexico

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Experience

MEDWING   *Guadalajara, Mexico (Remote)*
SENIOR SOFTWARE ENGINEER   *April 2020 - Present*

- Lead the efforts in the company front-end chapter to improve our practice.
- Lead development of our React design system supporting 3 platforms, Web, Android, and iOS using React Native Web and TypeScript.
- Improved our testing strategy by implementing visual regression testing in our applications.
- Designed complex feature implementation by authoring technical documentation covering multiple scenarios with tradeoffs.
- Authored internal libraries and set up the CI pipeline for these using Circle CI.
- Mentor engineers in React, CSS, and other front-end topics.
- Implemented monitoring and error logging for our front-end applications.
- Planned and executed a migration of a 3k+ files project from Flow to TypeScript.

Wizeline   *Guadalajara, Mexico*
SOFTWARE ENGINEER (**PROMOTED TO SENIOR SOFTWARE ENGINEER IN FEB. 2020**)   *November 2017 - April 2020*

- Maintained a component library that met the W3C AAA accessibility criteria for one of our clients.
- Did technical interviews for new candidates as part of the hiring pipeline.
- Prepared more than 100 engineers on topics like: React, TypeScript, CSS scalability. I created part of the content for these lectures.
- Helped to expand the Wizeline Academy offering by creating new content for lectures and courses.
- Build internal tooling to help manage office seating allocations and find meeting rooms.
- Developed applications for our clients using React and TypeScript.
- Worked with big multimedia companies such as Disney to build and maintain products.

Hash Labs   *Valencia, Venezuela (Remote)*
SOFTWARE ENGINEER   *January 2017 - August 2017*

- Helped clients to build the MVP for their product using tech like React, Redux, and GraphQL.
- Helped clients to build their marketing sites, using tech like Jekyll, SCSS.

Manya.pe   *Valencia, Venezuela (Remote)*
FULL STACK DEVELOPER   *November 2016 - January 2017*

- Develop applications using Laravel and AngularJS, participating in API design and then working on the front-end.

Appsglobals   *Valencia, Venezuela (Remote)*
SOFTWARE ENGINEER   *September 2016 - December 2016*

- Develop applications with Laravel and AngularJS, and mobile apps using Ionic.
- Did database design and normalization.

B2VX   *Valencia, Venezuela*
SOFTWARE ENGINEER   *September 2016 - November 2016*

- Develop applications using Ruby on Rails.
- Developed a proof of concept for 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.

Certifications

- **AWS Developer Associate**
- **React Certification from Tecnologico de Monterrey**

Other

Open Source Contributions

- storybookjs/storybook#3725
- apollographql/apollo-client#3725
- withspectrum/spectrum#3072
- google/WebFundamentals#6739
- wesbos/Advanced-React#109

Public Speaking

- I taught JavaScript and React at a local boot camp in Guadalajara, to teach people with non-technical backgrounds and help them get a job in tech.
- "Layout Components: a whole new world" a talk layout patterns on the web, how we can create abstractions for these and how do they help us a, Talk Slides. (Recorded talk in Spanish) I gave this talk at Guadalajara local JavaScript community (GDLJS).
- "Service Worker for 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 gave this talk at Guadalajara local JavaScript community (GDLJS).
- Gave a talk about Augmented Reality development with Unity3D + Vuforia

Hobbies

- Making art with code! Things like https://mightypenguin.dev/igloo/nodeParticles, and http://themightypenguin.github.io/Particle-Systems/
- Playing videogames, you'll find me playing Minecraft often!