Andrew Aquino

Frontend Software Engineer

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https://aqandrew.com

Long Beach, CA

Work Experience

Design Technologist // Square
July 2021 – Present

- Architected and led development on rewrite of a legacy HTML email authoring tool using SvelteKit as a static site generator.
- Wrote Node.js script to automate uploading HTML emails to vendor 60x faster than manual form entry.
- Added CSS animations and interactive Svelte components to squareup.com and created ad hoc responsive designs.
- Led pair programming interviews for frontend engineer candidates.

UI Engineer // Chairish
December 2020 – June 2021

- Led an initiative to research and adopt new bundler tools, resulting in 36x faster frontend builds.
- Documented legacy frontend build process to aid in onboarding new engineers.
- Mentored teammates on accessible HTML and flexbox/grid CSS layouts during development and in code reviews.

Freelance Web Developer
January 2017 – Present

- Designed and developed a professional profile site for an actor, styled with Tailwind CSS and hosted on Netlify.
- Created a drag-and-drop shipping label editor for a screen printing shop that reduced order fulfillment time by 25%.
- Redesigned and developed a public-facing static website and logo for an ear, neck, and throat medical practice.

Senior UX Consultant // Tallan
July 2018 – June 2020

- Designed and redesigned web UI/UX from user flows to interactive prototypes, for clients including Valassis Digital and Experian.
- Led engineering team in user-centric design workshops.
- Built custom reporting data visualizations with D3.js.

Applications Developer Intern // AT&T
June 2017 – August 2017

- Prototyped CSS animations on att.com's device recommender page with a goal to convert 40% of device upgrades to online.

Software Engineering Intern // 3M HIS
May 2016 – August 2016

- Designed and developed UIs for an internal dashboard which displays visualizations of process log data.

Skills

Programming languages
ES6 JavaScript, TypeScript, HTML/Pug, CSS/Sass, GraphQL, Python, C, C++, Java, PHP, SQL

Frameworks & Libraries
Svelte, React, Redux, Jest, Angular, AngularJS, Node.js, D3.js, three.js, Eleventy, Jekyll, Django, jQuery

Design Tools
Figma, Sketch, Photoshop, Illustrator, InVision, Zeplin

Languages
Proficient in Spanish, familiar with Mandarin Chinese

Education

Rensselaer Polytechnic Institute
BSc Computer Science, 3.4
2014 – 2018

Honors

Eagle Scout
November 2013

Open Source Projects

FretZone
React clone of Guitar Pro tab editor.

Lune
Topographic 3D rendering of the Moon for VR headset using three.js.

Chicken Co-Op // HackRPI 2017
Won Best Game for a cooperative mobile/desktop party game.