

Antonio Aguilar Gomez

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Frontend Engineer with experience in developing web applications and delivering highly functional user interfaces by leveraging cutting-edge technologies, including HTML5, CSS3, and JavaScript frameworks. Boosted website performance, resolved technical issues, and implemented best practices for front-end development. Collaborated with cross-functional teams to analyze project requirements and translate them into scalable solutions. Stayed abreast of incorporating innovative approaches to enhance product development.

Areas of Expertise

Responsive Web development | System Architecture | UI/UX Enhancement | User Experience Maximization | Strategic Planning
Diagnosing & Troubleshooting | Project Coordination | Performance Improvement | Cross-Functional Collaborations | Technical Leadership | Data Utilization | CI/CD Implementation | Operational Excellence | Codebase Consolidation

Technical Skills

Programming Languages: JavaScript (ES6+) • HTML5 • Typescript • Python • Java • C# • .NET

Libraries & Frameworks: React.js • Next.js • Fluent UI • Node.js • Webpack • Redux • Material UI • Bootstrap • HTML Canvas

Backend: Node.js • Express • REST • GraphQL • JSON • PowerShell

Tools & Styling: Babel • ESLint • Prettier • Jest • NPM • Yarn • Vercel • GitHub • Git • CSS3 • Tailwind • Styled Components • Figma2

PROFESSIONAL EXPERIENCE

TreasureDAO – Frontend Developer | 2023 | Remote

Developed a mobile-responsive website by utilizing advanced web design principles, including CSS media queries, flexboxes, and Tailwind CSS framework. Integrated ARIA labels, alt texts, and keyboard tabbing functionalities, while ensuring an inclusive user experience, which improved website accessibility threefold.

- Elevated Google SEO performance and increased twofold in score by strategically applying semantic HTML, meta tags, and incorporation of server-side rendering.
- Optimized website performance by eliminating redundant code, improving image formats, and implementing Content Delivery Networks (CDNs), which reduced load time by 40%.

Microsoft – Software Engineer | 2019 – 2023 | Redmond, WA

Engineered a robust CPU usage charting system for a vast network of 100K+ internal virtual machines to optimize monitoring and performance analysis capabilities. Translated project requirements into efficient code, with designers, project managers, and UX researchers. Communicated technical concepts to clients, stakeholders, and fellow engineers by crafting design documents and system diagrams.

- Realized \$50M in savings by identifying VM resizing opportunities through advanced visualizations.
- Enhanced experience of 100K+ users by delivering reusable, cross-browser compatible, unit-tested, and accessible components.
- Improved system functionality by integrating UI components, backend APIs, and databases, with machine learning engineers.
- Deployed team-wide CI/CD practice, that enhanced development efficiency and reduced 30% on-call bug tickets.
- Drove 66% improvement in operations by consolidating three distinct codebases into a unified cross-surface codebase.
 - Attained an 80% decrease in on-call tickets by integrating rendering processes into a unified source of truth.
- Resolved 100+ tickets across projects during on-call rotations spanning 100+ days, through debugging and problem resolution.
- Maximized individual technical capabilities through the facilitation of interviews, mentorship initiatives, and documentation.

NiftyPrints – Full stack Engineer | 2021 | Remote

Architected a cutting-edge Crypto Web3 NFT printing service proof-of-concept for a client, showcasing blockchain expertise and a creative approach. Partnered with a designer to craft a user-centric blockchain UI/UX in an agile workflow, prioritizing intuitive design and iterative development.

- Transformed client requirements and product goals into a custom full-stack system, as per project objectives.
- Delivered a performance and cost-efficient operating system for early-stage startups by conducting technical and cost factors analysis.

Microsoft – Software Engineer (Intern) | 2017 | 2018 | Redmond, WA

- Transitioned from manual command line processes to a web-based solution for streamlined multi-cloud deployments, cutting operational time from 1 hour to 5 minutes.
- Enhanced efficiency of the Microsoft dining map by transitioning from manual vendor data input to utilizing API data.
- Facilitated seamless team integration by establishing essential API endpoints, across various functions.

EDUCATION

Bachelor of Science (B.Sc.) in Computer Science – California Polytechnic State University