




Anibal Vergara Rivadeneira


Software Developer

avrivadeneira1@gmail.com 

+56 9 6965 5210 

avr00.github.io/ 

linkedin.com/in/avr352634788 

github.com/avr00 

Passion for building digital products that scale, worked with several clients remotely, always keeping myself updated with the latest technologies to bring the best value to my clients.

WORK EXPERIENCE

Front-end Engineer

The Inside

02/2019 – Present

Remote

Startup based in NYC with more than 10,000 products

Achievements/Tasks

- Designed Front-End Architecture
- Advocated Web Interaction design best practices, with a focus on consistency and usability.
- Built reusable components and libraries for future use
- Worked closely with back-end developers to optimize for the best user experience
- Collaborated with User Interface and User Experience team
- Developed new user-facing Features
- Optimized application for maximum speed and scalability
- Created dynamic views that host more than 10,000 products
- Implemented Authentication flow
- Implemented paying system with Stripe, Amazon, PayPal and Affirm

Full Stack Engineer

Freelance

02/2016 – Present

Remote

Design unique UI Experiences and Full Stack Web Applications for different customers as a freelancer

Achievements/Tasks

- Created high fidelity mockups for presentations
- Wrote clean, readable and modular code using best practices
- Managed content, SEO and hosting for clients.
- Created fast development using CMS such as WordPress
- Presented prototypes to CEO and Stakeholders

EDUCATION

Business Administration Bachelor

Technological University of Chile.

SKILLS

React React Hooks Redux React Native

Responsive UI CSS Grid Styled-Components

Sass Material-UI JQuery Apollo GraphQL

Node Express MongoDB SQL MVC

Apollo Server RESTful APIs WordPress

ePanel JavaScript

PERSONAL PROJECTS

West World Games (03/2018 – Present)

- Developed, Maintain and Design Android Games
- Implemented Admob to monetize apps
- Implemented scoring system with Google Play Games Services
- Used Technologies such as Unity, C# and Photoshop

Slick Notes (05/2019 – 05/2019)

- Implemented backend using GraphQL
- Implemented the use of Expo
- Used Material UI components to design App
- Implemented Apollo GraphQL
- Added support for both iOS and Android using React Native

Headnews (06/2018 – 07/2018)

- Designed and developed news website with support for different countries and topics
- Consume newsAPI
- Implemented state management system Redux and Redux Thunk
- Used Sass for the UI

LANGUAGES

English
Native or Bilingual Proficiency

Spanish
Native or Bilingual Proficiency

INTERESTS

Calisthenics Outdoor Activities Sports

Tech Building digital products Marketing