Yunior Batista

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SUMMARY

Passionate frontend developer specializing in creating intuitive and engaging user interfaces using HTML, CSS, and JavaScript. Expertise in React, Next.js, and GraphQL, with a focus on building dynamic and responsive web applications that deliver seamless user experiences.

EXPERIENCE

Software Engineer
Airship   **January 2022 - November 2022, Remote**

· Developed and maintained responsive web applications using React/Next.js, React Native, JavaScript, HTML, CSS, Flexbox, CSS Grid, and Tailwind CSS.
· Developed and maintained responsive web applications using React/Next.js, React Native, JavaScript, HTML, CSS, Flexbox, CSS Grid, and Tailwind CSS.
· Designed and implemented various features, including user authentication and payment processing, using React Hooks, Redux, and Context API.
· Fetched data from REST APIs and GraphQL using the Apollo client to deliver exceptional user experiences.
· Collaborated with designers and back-end developers to ensure seamless integration of front-end and back-end components.
· Implemented best practices for front-end engineering, focusing on code modularity, maintainability, and scalability to improve team productivity and code quality.
· Conducted unit testing using Jest to ensure high code quality and prevent regressions.
· Optimized application performance by minimizing load times and optimizing code performance.
· Actively contributed to the codebase through clean, reusable, and maintainable code and knowledge sharing with team members.

Front End / UX Engineer
Power Home Remodeling   **May 2021 - January 2022, Remote**

· Developed components for the Power internal design system called Playbook using React, JavaScript, TypeScript, Redux, Context API, SCSS, CSS, and HTML.
· Created and maintained reusable components for the Playbook design system, ensuring consistency and usability across all products and projects.
· Collaborated with designers to ensure visually appealing components that followed best design practices, utilizing Figma for design collaboration.
· Fixed bugs and implemented new user interfaces in existing products, ensuring consistency with the Playbook system and design guidelines.
· Conducted code reviews and provided feedback to maintain high code quality and maintainability.
· Optimized component performance by minimizing load times and optimizing code.
· Contributed to the evolution of the Playbook design system by proposing new features, patterns, and best practices and sharing knowledge with team members.

Front End Developer - AB Testing
Darden: Contract   **June 2019 - April 2020, Orlando, Florida**

· Developed and designed A/B testing experiences for multiple brands, significantly increasing revenue for food chain stakeholders by coding new experiences inside Adobe Target.
· Created new user experiences using jQuery and JavaScript, ensuring cross-browser compatibility.
· Utilized modern JavaScript techniques such as arrow functions, closures, classes, and template literals to enhance brand experiences.
· Implemented Analytics tracking on different components using Data Tag Management (DTM).
· Conducted unit testing with JavaScript and Jest to ensure code reliability in the production environment.
· Enforced data typing with TypeScript to improve code quality and avoid bugs.
· Spearheaded Recommendations Engine project using Adobe Target for consumer growth.
· Ensured audience, tracking, and Key Performance Indicators (KPIs) aligned with brand requirements.
· Collaborated with brand and implementation engineering teams to deliver optimized content based on user personas.

· Provided peer code reviews and debugging using Upsource, TFS, and GitHub.
· Worked with various JavaScript tools/technologies/frameworks such as jQuery.
· Continuously refactored and optimized the system to improve efficiency and development cycles.

Web Developer
Visit Orlando: Contract   **October 2018 - April 2019, Orlando, Florida**

· Continuously refactored and optimized the system to improve efficiency and development cycles.
· Developed web pages using HTML in the content management system (CMS), Agility.
· Utilized Jira to report progress and manage workflow.
· Followed Agile Scrum methodologies to ensure project deliverables.
· Implemented SEO and web development best practices.
· Collaborated with team members to troubleshoot critical issues.
· Tested webpages for cross-browser compatibility and performance.
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PROJECTS

Movie Finder – [GitHub](#) - [Demo](#)
· Single Page App (SPA) built with the React framework.
· Mobile first responsive layout with Flexbox and custom media queries.
· Data consumed from the TMDB API using fetch.
· State−managed using react hooks

Neighborhood – [GitHub](#) - [Demo](#)
· Single page application built with HTML5, CSS3, JSX, React and JavaScript.
· Developed using the Google Maps API and Fourth Square API

Robofriends - [GitHub](#) - [Demo](#)
· Single page application created with React.
· Data consumed and fetched from Robohash REST API
· State management and component rendering done by using react hooks.
· Mobile first layout using Flexbox.

More projects on my **[GitHub](#)** account.

EDUCATION

Bachelor of Science, Computer Science
Florida State University

CERTIFICATIONS

Frontend Development
Udacity • 2018
Certified in Frontend development with HTML, CSS, JavaScript and React

INVOLVEMENT

Member
Upsilon Pi Epsilon • April 2017 - Present
Honor Society for the Computing and Information Disciplines