

Christian Martinez

Senior Frontend Engineer

Carrer del Bruc 94, 08009, Barcelona, Barcelona Spain

✉ christian.dario.martinez@gmail.com ☎ (+34) 634854678

in [Christian Martinez](#) 🐦 [Christian \(with H\)](#)

My purpose is to use my knowledge in both Tech and Product Development to make a difference in Software teams

SKILLS

Web Development

Advanced

[javascript](#) | [reactjs](#) | [html5](#) | [css](#)

Software Development

Intermediate

[sass](#) | [c#](#) | [sql server](#) | [git](#)

Product Management

Intermediate

[scrum](#) | [agile methodologies](#) | [teamwork](#)

WORK EXPERIENCE

Product Manager at FREE NOW (formerly mytaxi)

July 2019 - Current

<https://www.free-now.com>

Skills acquired: [hypothesis testing](#) | [user-testing](#) | [discovery and delivery](#) | [tableau](#) | [sql](#) | [react](#) | [git](#)

- Building reports and tools to ensure proper tasks and data tracking
- Understanding and defining hypotheses/problems worth solving
- Defining the product roadmap and prioritizing the backlog work of the technical team
- Aligning both Discovery and Delivery teams to make sure they understand the 'why are we doing what we're doing'
- Ensuring product quality of the team's deliverables

Senior Frontend Engineer at myTaxi - The Taxi App

July 2017 - March 2020

<https://www.mytaxi.com>

Skills acquired: [react](#) | [react native](#) | [redux](#) | [styled-components](#) | [docker](#) | [node.js](#) | [git](#) | [flow & typescript](#)

- Implemented changes on products related to FREE NOW Driver Registration and internal tooling using React, Redux, styled-components, and react-testing-lib

- Implemented changes on an internal reusable components library used by several tools across the company
- Implemented changes on a custom shareable React-Native lib used by Driver App
- Provided mentoring, guidance, and support for junior developers in good testing practices, including unit, integration, and E2E tests.

Senior Frontend Engineer | Web UI Team Leader at Globant

July 2017 - February 2018

<http://www.espn.com/fantasy/>

Skills acquired: `react` | `react storybook` | `mobx` | `styled jsx` | `nextjs` | `enzyme & chai (for frontend testing)` | `css` | `css flexbox` | `git`

- Managed and mentored a remote team of four Web UI developers
- Led the Web UI team through sprints to deliver features requested by ESPN in the agreed timeline
- Implemented features for the new React-based ESPN fantasy baseball web draft client from scratch.
- Implemented code changes in the product using React, Mobx and Next as base UI technologies
- Participated in the architecture, pattern, and code styles throughout the main product

Full Stack Engineer at Gosoft S.A

March 2016 - May 2017

Skills acquired: `javascript` | `google analytics` | `angularjs` | `ionic` | `sass` | `c# using razor views, .net core, and entity framework` | `sql management studio` | `git`

- Performed full-stack development on two projects (CocoBongo.com rebuild and CocoBongo Entrance Checker app) with Javascript, AngularJS, Ionic, C#, and SQL using TDD techniques.
- Implemented Cocobongo's new tracking system for buyer experience optimization with AngularJS and Google Analytics
- Implemented customer design changes across the entire UI of the project.
- Defined and implemented new features/A-B testings for the website that improved Google AdWords campaigns investment
- Using Google Analytics to analyze interaction and web site usage across the project
- Implemented/maintained full backend code in C# (API coding/integrations and SQL DB schema)

Frontend Engineer at Gosur

October 2014 - March 2016

<http://www.gosur.com>

Skills acquired: `javascript` | `jquery` | `angularjs` | `underscore.js` | `modernizr.js` | `bootstrap.js` | `respond.js` | `sass` | `git`

- Implemented new features using Web development languages (HTML5, CSS, and Javascript) for multiple projects across the company, with extensive browser support (Internet Explorer 8 and above) for mobile, tablet, and desktop devices.
- Worked side by side with designers to bring design ideas into reality
- Improved the SEO and overall web performance across all the company products by implementing changes on the frontend infrastructure in a rapid-development environment
- Included analytics events to UI components in order to track user behavior
- Collaborated with the Backend team in features E2E, API's definitions and testing

Software Engineer at Intel Corporation

September 2011 - September 2014

<http://www.intel.com>

Skills acquired: [javascript](#) | [angular js](#) | [node.js](#) | [sails.js](#) | [ionic](#) | [html & css](#) | [c++](#) | [python](#) | [java](#) | [mysql](#) | [mongodb](#) | [android](#) | [git](#)

- Developed End to end Android + Web App proof the concept for an e-commerce service on the Tizen OS, featuring location based behavior.
- Implementing code using technologies in both backend (nodejitsu, nodes, sailsjs) and frontend (bootstrap, angularjs, leaflet)
- Developed some of the android screens as embedded (webkit) HTML angularjs backend served pages
- Participated in projects related to eCommerce platforms, open-source initiatives (Openstack, and client-side applications)
- Performed Scrum Master tasks in some of the teams

Junior Software Engineer at Intel Corporation

April 2010 - August 2011

Skills acquired: [javascript](#) | [c++](#) | [bitrock \(windows installers\)](#) | [windows registry knowledge](#) | [.net framework](#)

- Performed development task on a Windows client application (based on C++ and Javascript)
- Performed changes on Windows installers for different devices and configurations
- Participated as security development contact, learning and following security procedures that assured the security level of the product.
- Promoted to Semi-Senior Software Engineer after excelling in both soft (got a 'Discipline Role Mode' award from the company) and hard skills (software development in C++).

EDUCATION

MSc Degree in Computer Engineering
at Universidad Nacional de Córdoba
- 2010

📍 Córdoba, (Argentina) Córdoba

LANGUAGES

English
Proficient

Spanish
Native