Colin Bellino
Fullstack web engineer (15 years)

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JavaScript / TypeScript
15 Years

HTML / CSS
15 Years

WebGL / WebGPU
2 Year

PWAs (Progressive Web Applications)
8 Years

React
8 Years

Vue
3 Years

HTMX / Svelte
1 Year

MySQL / MsSQL / PostgreSQL
15 Year

Node / Bun
12 Years

AWS / GCP
5 Years

GraphQL
5 Years

C / C++ / Odin / JAI
4 Years

Performance optimisations
Profiling & debugging
Software testing (unit, E2E)
Mockups & prototypes

Languages

Français *(Native Speaker)*

English *(Bilingual)*

Summary

Passionate engineer and all-around nerd who fell in love with programming and design. Web programmer by day and game developer by night.
I worked for more than 15 years in the web industry, creating products from start to end, small and huge, by myself or with teams, always learning!

Experience

Front-end engineer (NDA client)
06/2025 - 08/2025

Conception of a synchronisation engine between the front-end and the back-end for a real-time collaborative application. The system is the central data layer for the application.
- Tasks: cache server data on the client, allow the app to work offline and handle optimistic UI updates in a performant way.
- Stack: Vue3, TypeScript, IndexedDB, Service Workers, PWA, PHP, Go.

Front-end engineer (Precogs, Chipsmarket)
02/2023 - 12/2023

Development of new features in an existing marketplace application. I worked mainly as a front-end engineer, collaborating with the existing team to maintain the legacy application, while boostrapping the new version with a fresh stack.
- Tasks: Implement performance improvements (rendering, memory usage, etc), provide advice to simplify the architecture, UX improvements and overall code architecture review.
- Stack: Vue, TypeScript, GraphGL, Cypress, Storybook, PWA, Node, AWS (mostly lambda and S3), PostgreSQL.

Engine & game programming (Self-Employed)
05/2020 - Present

Creation of multiple video games from scratch and of the engine/tools required (renderer, audio, animation, UI, assets pipeline, etc).
- Tasks: design game systems, write the engine code to support new features, playtest with users, profile and optimize code to ensure highly performant code and use of resources (performance-aware programming, CPU caching, memory allocations, GPU buffers, etc).
- Stack: C/C++, Odin, JAI, OpenGL, Vulkan, Direct3D12.

Lead engineer & architect (Hubside, Team Photos)
09/2018 - 03/2020

Architecture and development of an application to centralize your photos in one place and easily/safely share them with family or print them in nice physical albums.
- Tasks: create the project from the first line of code to the MVP release, architect the application to scale and run smoothly with high volumes of data (large photos), review code, build a solid GraphQL endpoint that can be used by both the Android, iOS and Web clients, work with designers to assure good accessiblity (a11y).
- Stack: React, Apollo, Storybook, Cypress, Atomic Design, Node, GCP, TypeScript, GraphQL.

Front-end engineer (Renault, Team Bi-BOP)
06/2017 - 08/2018

Development of a large supply chain project for Renault Digital.
- Tasks: create UI components, implement the logic to write them to the custom back-end, review code for quality control, improve front-end tooling and CI/CD, and discuss potential UX problems with the team. I also trained new engineers and transferred knowledge to the new team that would continue the project.
- Stack: React, TypeScript, Apollo, CSS Modules, Node, Express, GCP (datastore, storage, app engine, functions, pub/sub), Jest, Cypress, Gitlab CI, Storybook, Chromatic.

Front-end engineer (AdYouLike, Team Back Office)
12/2014 - 05/2017

Design and development of new UI features on a large data-driven dashboard.
- Tasks: Lead the migration of the stack from AngularJS/CoffeeScript to React/ES2015+ and rewrite/optimise front-end build tasks.
- Stack: AngularJS, React, Redux, SASS, ES2015+, CoffeeScript, Go, Grunt, Webpack, Babel, Jest

Full-stack engineer (Pixel Cookers)
10/2010 - 12/2014

Creation and integration of a more than 40 sites and web apps of varying sizes.
- Tasks: discussion with the client to establish a spec, working with the designers/artists and coding the project from start to end. Near the end: train new programmers, share the skills I acquired during my tenure there.
- Stack: PHP, Javascript, CSS, HTML, Backbone, AngularJS, Git, SVN, Photoshop, Illustrator.