# Colin Bellino  Web & games engineer

## Contact

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JavaScript / TypeScript

HTML

CSS / SASS

WebGL / WebGPU

Progressive Web
Applications (PWAs)

React

Vue

HTMX

Svelte

GraphQL

PostgreSQL

AWS / GCP

Node / Bun

Go

C / C++

Odin / JAI

Unit Testing

Software Testing

Performance Tuning

Mockups & prototypes

## Languages

English *(Native Speaker)*
Français *(Native Speaker)*

## Summary

Passionate programmer and all around nerd in love with designing and creating cool stuff. I'm a web programmer by day, game developer by night. Currently looking for contract work in web or game/engine programming.

## Experience

*05/2020 - Present*

### Freelance programmer (web & games)

I'm doing contract work on web projects for my clients (mostly frontend, but also backend/cloud and performance/profiling) and creating game+engine in my spare time.

*01/2023 - 10/2023*

### Front-end engineer (Precogs)

Helped the current team develop new applications and maintain legacy ones, put in place performance improvements and advices to simplify the architecture of the projects. I worked mainly as a lead programmer in an existing team, creating the new version of their marketplace application (front-end and some back-end), i was also consulted related to UX improvements (mainly UI and performance) and overall code architecture.
Workflow: I interacted with the product team and gave early feedbacks on the new mockups, integrated those into UI code (TS+Vue), and worked with the backend team to plug in the data coming from AWS (or made it myself it necessary).
- Front-end: Vue, TypeScript, GraphGL, Unit and E2E tests, performance profiling and optimisations
- Back-end: Node, AWS, PostgreSQL, profiling, architecture.

*09/2018 - 03/2020*

### Lead engineer & architect (Hubside)

Development and architecture of https://photos.hubside.com, a Progressive Web App to regroup all your photos in one place and easily/safely share them online.

I was on the project from the first line of code to the MVP release, we worked hand in hand with the product owner, designers and developers to create something we could be proud of.
A lot of work went into the architecture of the app, to make sure it runs ans scales smoothly on GCP and is easy to maintain. The backend revolves around a GraphQL schema that is shared with the frontend and iOS app to facilitate communications.
The frontend is a React app written in TypeScript that uses Apollo to manage data and caching. Components were written in Storybook by following the Atomic Design guidelines as much as possible.

*06/2017 - 08/2018*

### Front-end engineer (Renault)

Development of a large single page application at Renault Digital (team Bi-BOP).
Create UI components, code the logic to connect them to the backend (a JSON API that we also developed), discuss potential UX problems with the team among other things.
Mainly working on the frontend, i was involved in most technical decisions with the other developers, code review, code quality control and made multiple improvements to our tooling to avoid regressions and quality of our frontend.
Formation of the new developers and transfert of knowledge to the new team that will continue the project.

*12/2014 - 05/2017*

### Front-end engineer (Team Back Office)

Conception and development of new UI features on a large data driven web app.
Migration of the stack from AngularJS/CoffeeScript to React/ES2015+ and rewrite/optim of our frontend build tasks.

*10/2010 - 12/2014*

### Fullstack developer (Pixel Cookers)

Development of a large number of sites and web apps of varying sizes with the team. At the end, i was the one teaching new developers the skills i aquired during my time at Pixel Cookers.