Andrew Aquino

Frontend Software Engineer

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https://aqandrew.com

Long Beach, CA

Work Experience

UI Engineer // Chairish

December 2020 – Present

- Developing accessible interfaces for a Django ecommerce site.
- Leading an initiative to research and adopt new bundler tools that could speed up frontend builds by over 97%.
- Documented 6 year-old idiosyncratic frontend build process to aid in onboarding new engineers.
- Mentored teammates on flexbox/grid CSS layouts during development and in code reviews.

Freelance Web Developer

January 2017 – Present

- Designed and developed a professional profile site for an actor, styled with Tailwind CSS and hosted on Netlify.
- Created a drag-and-drop shipping label editor for a screen printing shop that reduced order fulfillment time by 25%.
- Redesigned and developed a public-facing static website and logo for an ear, neck, and throat medical practice.

Senior UX Consultant // Tallan

July 2018 – June 2020

- Designed and redesigned web application UI/UX from user flows to interactive prototypes for various clients including Valassis Digital and Experian.
- Led engineering team in user-centric design workshops.
- Implemented designs with both AngularJS and Angular.
- Built reporting data visualizations with D3.js.

Applications Developer Intern // AT&T

June 2017 – August 2017

- Prototyped CSS animations on att.com's device recommender page as part of an effort to convert 40% of device upgrades to online.

Software Engineering Intern // 3M Health Information Systems

May 2016 – August 2016

- Designed and developed UIs an internal dashboard application which displays visualizations of process log data.

Skills

Programming languages
ES6 JavaScript, TypeScript, HTML/Pug, CSS/Sass, GraphQL, Python, C, C++, Java, PHP, SQL

Frameworks & Libraries
React, Redux, Jest, Angular, AngularJS, Node.js, D3.js, three.js, Eleventy, Jekyll, Django, jQuery

Design Tools
Figma, Sketch, Photoshop, Illustrator, InVision, Zeplin

Languages
Proficient in Spanish, familiar with Mandarin Chinese

Education

Rensselaer Polytechnic Institute
BSc Computer Science, 3.4
2014 – 2018

Honors

Eagle Scout
November 2013

Open Source Projects

FretZone
Recreating Guitar Pro tab editor to learn React.

Lune
Rendered a stereoscopic 3D model of the Moon on Google Cardboard using three.js.

Chicken Co-Op // HackRPI 2017
Won Best Game for a cooperative mobile/desktop party game.