

EMILIANO CABALLERO BEISSO

FRONTEND DEVELOPER

3 years of experience **Front-end Developer** and advanced student of Computer Engineering. Currently working for an international software factory called Codigo del Sur in which we provide digital solutions for customers mainly from the US. Experience in several projects across different types of industries such as eCommerces, video streaming, drones, and the dairy industry, forming part of small and large teams ranging from 3 to 30 members. Currently in charge of 2 small submodules within a large project.

Passionate about **React** and **CSS**, with a focus on pixel perfection, responsiveness, and UX.

Interested in remote work worldwide or with relocation to Europe. I have Spanish citizenship and passport.

MOST RECENT WORK EXPERIENCE

Front-end Developer at CodigoDelSur

December 2021 - Present · 1 yr 5 mos [Montevideo, Uruguay] [Software Factory]

Projects:

- "One - Milc group" (milcgroup.com/one) Front-End for several web app platforms giving tech solutions in the dairy industry:
 - New features and web sections by turning Figma and Zeplin boards into React components.
 - Accelerated the development time of the team by creating new reusable components and refactoring old ones.
 - Gave demo presentations to the client, showcasing what was completed in the last sprints.
 - Visual enhancements improving the user interface and user experience by converting existing layouts into responsive ones.
 - Improved the code's readability, functionality, and maintainability by applying SOLID principles under React.
 - Migrated and refactored legacy project code that was based on JSP and JavaScript vanilla into React.
 - Production support.
- POC for DJI conference:
 - Collaborated in the front end for building a "Proof-of-Concept" to be exhibited in the annual commercial drone conference "Airworks 2022". Worked using Vue.js, involving some Google maps integration with adding some drawing features and interactions with the drone.
- "PacPost" (pacpost.live/) Multifunctional video streaming and video conferencing platform that allows users to collaborate on video streams in real time:
 - Focused on the UI optimization, streaming watermarking, and protection of the code by using obfuscation tools and anti-tampering techniques.
 - Upgraded readability, functionality, and performance by refactoring existing components.
- "Ware" (ware.ai/) Web app platform that allows to automate and digitize warehouses with inventory counting drones.
 - Problem solving by following the client's demands, doing what's necessary to meet the project's needs.
 - Software maintenance and bug fixing.

Full-stack Developer at Nivelitic

July 2020 - December 2021 · 1 yr 6 mos [Montevideo, Uruguay] [eCommerce]

- eCommerce for a recognized market from Argentina called "La Anonima" (laanonima.com.ar/), and other smaller sites. Front-end using React, JavaScript vanilla, jQuery and CSS.

SKILLS

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|--------------|---------------------|-------------------|
| • React | • CSS | • Node.js |
| • TypeScript | • styled-components | • Sequelize |
| • JavaScript | • Material-UI | • PostgreSQL |
| • ES6 | • SASS | • Express.js |
| • Redux | • Jest | • Algorithms |
| • Redux-Saga | • Storybook | • Data Structures |

EDUCATION

Computer Engineering at Universidad de la República (UDELAR)

Advanced student - 3rd/4th grade

Relevant topics: Algorithms - Data Structures - Operating Systems - Computer Networking - Software Engineering - Databases - Logic - Computer Architecture - a lot of Maths.