

Francisco Javier Morales Pavon

Chía, Cundinamarca, Colombia • [linkedin.com/in/francisco-javier-morales-pavon](https://www.linkedin.com/in/francisco-javier-morales-pavon) • +57 318 456 1674 •
fjmoralesp@outlook.com

Senior / Frontend Software Engineer with 8+ years of experience building, maintaining, and scaling production systems across Frontend and Backend environments. Strong background in TypeScript, React, and modern Frontend architectures, with experience at senior and staff levels. Focused on code quality, testing, CI/CD, and long-term maintainability.

PROFESSIONAL EXPERIENCE

Rush Street Interactive

Frontend Engineer

Bogotá, Colombia

October 2022 – Present

- Develop and maintain production-grade Frontend applications using TypeScript and React.
- Collaborate with Backend, product, and design teams to deliver scalable features.
- Improve code quality, testing practices, and maintainability.

Muni Tienda

Staff Backend Engineer

Bogotá, Colombia

July 2021 – October 2022

- Led Backend technical initiatives at staff level.
- Designed and maintained Backend core services and REST APIs.
- Mentored engineers and contributed to architectural decisions.

Blackboard

Senior Software Engineer

Bogotá, Colombia

June 2019 – July 2021

- Led a Frontend team ensuring high-quality deliveries.
- Owned technical planning, pull request reviews, and mentoring.

Grability, Inc.

Senior Backend Engineer

Bogotá, Colombia

July 2017 – June 2019

- Led the Backend team ensuring high-quality deliveries by applying strong OOP and unit testing practices.
- Developed and maintained Backend core services using Laravel, Node.js, and Ember.js.

SKILLS

- Frontend: React, Tailwind CSS, Astro, Angular, JavaScript, TypeScript.
- Backend: TypeScript, Node, Python, Java, PHP, Laravel, Nest.js, Express.

PROJECTS

Web Portfolio

[Github - project](#)

Bogotá, Colombia
December 2025 – Present

- Static portfolio website built with Astro, TypeScript, and Tailwind CSS.
- CI/CD implemented with GitHub Actions and deployed on GitHub Pages.

Drawing Tool

[Github - project](#)

Bogotá, Colombia
June 2020 – June 2020

- Python console-based drawing tool rendering shapes using coordinate inputs.