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GUILLERMO ORTIZ REBOLLEDO

Software Engineer

EXPERIENCE

Wizeline – Software Engineer

JULY 2018 – PRESENT

- Maintained, developed, and shipped new features to the Newsletter section of the Wall Street Journal with support for over 3 million subscribers using **React.js**, **Node.js**, **HTML**, **CSS**, **Jest**, **react-testing-library**, **Jenkins**, and some services from **AWS** including EC2 and S3.
- Maintained and developed features for G/O Media with thousands of daily visits using **React.js**, **Node.js**, **Jest**, **Enzyme**, **Fastly** (CDN), **AWS** services (S3, API Gateway, etc), and also improved the performance, initial load times, and overall scores by 20% refactoring the **Webpack** configuration and scripts.
- Led a team of 5+ engineers and developed a product that focuses on employee recognition that is used in my current company collecting messages from a specific Slack command. The product is built around microservices and a component library built from scratch using **Serverless**, **AWS Lambdas** (alongside other services like API Gateway and S3), **Typescript**, **React.js**, **Node.js**, **PostgreSQL**, **Storybook**, **Jest**, **react-testing-library** and implemented **CI/CD** with **Github Actions**.
- Maintained and developed a web application that allows videos of cities' sewers systems to be uploaded and processed for later inspection. The application is built with **React.js**, **Video.js**, **Typescript**, **GraphQL**, **PostgreSQL**, **Jest**, **Enzyme**, and AWS services including **S3**, **EC2**, and **MediaConvert**. I helped the client's company avoid spending more money on **S3** instances by processing videos in MediaConvert and saving them in an HLS format for streaming. I was also able to advise the client on **user experience** and **accessibility** for the platform.
- Maintained and developed features for an online platform to rent suites in the Chase Center of the Golden State Warriors with a team of 5 engineers using **React.js** (with **Next.js**), **CSS**, **GraphQL**, **Strapi**, **Stripe**, **Jest**, and **Google Cloud** services including **Compute Engine**, **Datastore**, and **Pub/Sub**. My main tasks were to fix major SSR issues and adopt responsive design.
- Developed a mobile-first web application as an internal product for my current company that displays the office maps as well as a directory where you can do a search of employees or meeting rooms. This project also helped us **onboard** and **mentor** new hires. The product was built with **React.js**, **Typescript**, **CSS**, **GraphQL**, **Ruby**, **Jest**, and **react-testing-library** with the map engine made from scratch with Popmotion **Pose**.

Universidad de Guanajuato – Software Engineer

JAN 2017 – JULY 2018

- Developed a web application that helped hundreds of graduating students find an internship or job opportunity inside the university's network of partner companies. It also allows the companies to post new positions. The application is built with **C#** and **.NET** for the backend and **vanilla Javascript** for the frontend.

CIE Automotive - Software Engineer Intern

JULY 2016 - JANUARY 2017

- Developed a desktop application using Visual Basic and the .NET framework to weigh cargo trucks coming in and out of the industrial plant on a day-by-day basis. This application connected directly to scales at the entrance of the facility.

EDUCATION

Instituto Tecnológico de Celaya - Bachelor of Computer Systems Engineering

JULY 2012 - JULY 2016, CELAYA, GUANAJUATO, MEXICO