Juan Camilo Luligo
Web/Mobile Developer specializing in Technology applied to business
Node.js Back-End Developer | JavaScript | APIs | Automation
📍 Colombia | Remote
✉ juan.luligo@uniautonoma.edu.co | 📱 +57 320 7904948
LinkedIn: www.linkedin.com/in/juan-camilo-luligo-4438a4338
GitHub: https://github.com/juanluligo
Portafolio: https://mi-cv-blue.vercel.app/

Front End-focused Software Developer with experience building modern, scalable web applications using React, Next.js, HTML, CSS, and JavaScript. Proven ability to translate ideas into functional user interfaces with strong UX criteria. Experience delivering real products, integrating APIs, and working independently on full-cycle development.

Frontend

- React, Next.js

- JavaScript (ES6+), HTML5, CSS3

- Responsive Design

- UI State Management

UX / Product

- User-focused interfaces

- Attention to detail

- Component-based architecture

Tools

- Git & GitHub
- REST APIs
- IA API CONSUMPTION
- Deployment (Vercel / Netlify)

Career History

VozSegura — Secure Reporting Web Platform

Front End / Full Stack Developer
Jan 2025 – Present
GitHub: https://github.com/juanluligo/VozSegura

- Designed and developed a complete web platform focused on secure, anonymous reporting, addressing real-world privacy and trust concerns.
- Built modern, responsive user interfaces with strong UX principles to ensure clarity, accessibility, and ease of use for sensitive user flows.
- Implemented scalable frontend architecture using component-based design and clean state management.
- Integrated frontend with backend APIs to support report creation, tracking, and secure data handling.
- Took ownership of the full development lifecycle: ideation, UI/UX design, implementation, testing, and documentation.
- Prioritized performance, maintainability, and clean code practices to support future scalability and feature growth.

Personal Bug Tracking System

Front End Developer
Jun 2024 – Dec 2024
GitHub: https://github.com/juanluligo/Tracking-de-bugs

Link:https://tracking-de-bugs.vercel.app/

- Developed a fully functional bug tracking web application designed to support developers in managing, prioritizing, and resolving software issues efficiently.
- Built intuitive user interfaces focused on productivity, enabling clear visualization of bug states, priorities, and workflows.
- Designed modular UI components to ensure scalability and ease of future enhancements.
- Implemented structured frontend logic to handle dynamic data, user actions, and application state.
- Focused on clean UX patterns to reduce friction in daily developer workflows.
- Used the project as a foundation to apply best practices in frontend architecture, maintainable code, and product-oriented thinking.

Mini Arcade Web Platform (Interactive Games)

Front End Developer
Jan 2024 – May 2024

GitHub: https://github.com/juanluligo/Arcade

Link:https://mini-arcade-eta.vercel.app/

- Designed and developed an interactive web-based arcade platform featuring classic browser games, including a fully functional Snake game.
- Implemented real-time game logic, event handling, and UI rendering using JavaScript.
- Focused on performance optimization to ensure smooth gameplay and responsive user interactions.
- Applied creative UI design to deliver engaging and visually appealing user experiences.
- Structured the project to support future expansion into a multi-game platform.
- Demonstrated strong problem-solving skills through game state management, timing control, and user input handling.