

Jairo Andres Pinzon

Technical Lead frontend

Jairo Andres Pinzon Arias

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Skills

I am a web developer with 19 years of experience, with a technology stack that includes frameworks and libraries focused on the frontend, such as Angular from 2 to 12, Angular JS, React JS, Javascript Vanilla, Node and others.

- AngularJs
- Angular 2+
- ReactJS
- Javascript Vanilla
- Vue
- Node
- Golang
- Ionic

Experience

Mercadolibre / Technical lead IT

NOV 2020 - PRESENT

I currently work in the technical direction of the front team with 16 developers in charge divided into different cells and with different responsibilities, I am in charge of giving technical guidelines and being the guardian of the defined architecture, the development is based on Angular 11 and 12, some microfrontends in Reactjs with express to handle the communications with a middleend GO based.

Aval Digital Labs / Frontend lead

NOV 2018 - NOV 2020

Developer Lead for a Holding Bank group, I had to develop the transactional site for a Banco Popular bank in Colombia.

I had to use Angular from 5 to 11 to develop the new experience with a back end services based on Java, everything from scratch, we have to integrate a lot of third party services to allow some financial services needed in Colombia

Prodigious Latin America / Principal Frontend Engineer

MAY 2018 - NOV 2018

Develop components for CMS like AEM based on Java, or Sitecore based on .Net, and the frontside all based on HTML, CSS and Javascript, the communications was handled using libraries like axios to get the data from a rest api

Globant / Web UI Developer & Technical Lead

APR 2017 - MAY 2018

- Developer in Angular 2/4, KnockoutJS, JQuery and some other libraries and frameworks based on JS
- Technical Lead
- Lead of developer team (management and assignment control based on particular skills)
- POC Developer (proof of concept developer) for the new implementations
- Html developer
- Javascript developer

Prodigious Latin America / Principal Frontend Engineer

APR 2015 - APR 2017

- Develop components for CMS like AEM, or Sitecore, all based on HTML, CSS and Javascript
- POC developer in Angular and React

VML / Technical Lead

ENE 2013 - MAR 2015

- Technical Lead (Leading groups from 6 to 10 developers)
- Architect for the Alignment Documentation (Frontend and Backend)
- Lead of developer team (management and assignment control based on particular skills)
- POC Developer (proof of concept developer) for the new implementations
- Principal ActionScript Web developer
- ActionScript 3 App Developer
- Html developer
- Javascript developer
- PHP and MySQL developer
- ADs developer (html and ActionScript)
- Game Developer in ActionScript 3
- Xcode Developer
- Mobile Applications Developer

OSG (Digital) / Senior Interface Developer

MAR 2010 - DIC 2012

- POC Developer (proof of concept developer) for a new implementations
- Principal ActionScript Web developer
- Html developer
- Javascript developer
- PHP and MySQL developer
- ADs developer (html and ActionScript)
- Game Developer in ActionScript 3
- Xcode Developer
- Mobile Applications Developer

Studiocom / Senior Frontend Developer

DIC 2009 - FEB 2010

I had to work on PHP and ASP to develop some first steps of CMS for several clients, making the integrations with some others CMS created for external companies, additional I had to create interactive experiences and games in Flash and Action Script 2 and 3, also I had to start with the develop in JS using the first libraries based on JS like JQuery and JS Vanilla

- ActionScript 3 Web Developer
- Html developer
- Javascript developer
- PHP and MySQL developer
- ADs developer (html and ActionScript)
- Game Developer in ActionScript 3

Ariadna / Regional IT Director

JUN 2009 - NOV 2009

I had to create interactive experiences and games in Flash and Action Script 2 and 3, also I had to start with the develop in JS using the first libraries based on JS like jQuery and JS Vanilla, additional I had to make a lot of administrative task to manage the teams

- Lead of developer team (management and assignment control based on particular skills)
- POC Developer (proof of concept developer) for the new implementations
- Principal ActionScript Web developer
- Ads developer in actionScript 3
- Game developer in actionScript 3
- WebDeveloper in ActionScript 3
- Augmented reality developer based on as3 for websites, games and ADs
- Research and Development for new implementations and new architectures
- Support for the Commercial team
- Generator of reports for the Ads team and Comercial team

Studiocom / Senior ActionScript Developer

NOV 2007 - JUL 2009

I had to work on PHP and ASP to develop some first steps of CMS for several clients, making the integrations with some others CMS created for external companies, additional I had to create interactive experiences and games in Flash and Action Script 2 and 3, also I had to start with the develop in JS using the first libraries based on JS like JQuery and JS Vanilla

- Advertising websites developer
- ADs Developer
- Establishment of route path for development with the technical alignments
- Research and Development

Imagen Digital Ltda. / Senior Web Developer

2004 - 2007

I had to work on PHP and ASP to develop some first steps of CMS for several clients, making the integrations with some others CMS created for external companies, additional I had to create interactive experiences and games in Flash and Action Script 1 and 2

- Technical Lead (Leading groups from 4 to 6 developers)
- Architect for the Alignment Documentation (Frontend and Backend)
- Advertising Websites Developer
- PHP and MySQL developer
- ActionsScript 1 and ActionScript 2 Developer
- Advertising Game Developer

Tal y Pascual Ltda. / Senior Multimedia Developer

2002 - 2004

I had to work on PHP to develop some first steps of CMS for several clients, additional I had to create interactive experiences for local I had to work on Lingo, and for web in ActionScript 1

- Character Design
- Develop and Design of Multimedia Based on Lingo
- Develop and Design of Websites Based on Flash AS1 and AS2
- Game develop on AS2
- Virtual tours based on AS2
- Dynamic Websites based on Html, JS, PHP, MySQL

Education

Universidad Antonio Nariño / Ingeniería de Sistemas Sistematización de Datos

1999 - 2002

JumpCamp / Game developer, Game Development

2014 - 2014

Gaming development in XCODE

Fundación de Educación Superior San José / Administración y gestión de empresas

2021

Fundación de Educación Superior San José / Ingeniería informática

2021