

José Alberto Moreno Sánchez

Sr. Front End Software Engineer
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Profile

Sr. Front End Software Engineer who enjoys building good products. Eight years of experience in web development, web systems architecture, test-driven development, and eight years of experience developing all levels of the web stack.

Skills

Language

- JavaScript
- TypeScript

Libraries

- React
- Express
- Gatsby

Framework

- Redux
- Node
- NextJS

Databases

- MySQL,
- AWS Dynamo

Cloud

- Aws (SNS, SQS, S3, ECS, Lambda).

Web

- HTML, CSS3, SASS, AJAX
- Single Page Application
- Server Rendering
- Unit and UI Test

Design Patterns

- Functional Programming
- MVVM, MVC
- Singleton
- POO

Others

- Continuous Integration
- Agile Methodology
- Docker
- RabbitMQ

Education

Instituto Politécnico Nacional.
BS in Computer Systems Engineering.

Languages

Spanish: Native.
English: Intermediate.

Work Experience

Clip **2018 – Present (3 years).**

Sr. Front End Software Engineer.

Responsibilities:

- Collaborate in the architecting and build of efficient and reusable front-end systems.
- Close collaboration with the product managers, engineers, designers.
- Development on all levels of the web stack (JavaScript/TypeScript/React/Redux/Html/CSS/Sass/Jest/webpack/node).
- Delivery products on time with close collaboration with the product managers, engineers, designers.
- Development of new ways to build high-impact, well-performing web applications.
- Coordinate with the UX team and engineers to build a new design system.
- Build server-side rendering and single-page application websites.
- Worked with continuous discovery, evaluation, and implementation of new technologies.
- Development of APIs and consume microservices with the REST protocol.
- Building complex systems in a multi-team environment.

Key achievement:

- The leadership of several projects.
- Re-architecting web applications.
- Reduce loading times and render pages implement caching in front end and backend.
- Increase scalability and maintainability by re-architecting the front end and back end.
- Experiment with and recommend new technologies that simplify and improve systems.
- Provide technical guidance and mentorship to peers and new engineers.
- Deliver products of high impact, well-performing user experience.
- Create custom and reusable components, style library, and new design system.
- Development of functional yet delightful interfaces, taking ownership of aesthetics and details.
- Helped other teams to be successful with their projects through improvements or new features.
- Brainstorming features based on our knowledge of the codebase to product managers and designers.
- Helped other areas to implement and analyze content, with analytics tools and A/B testing to have a better user experience.

Linio

2016 - 2018 (2 years).

Sr. Front End Software Engineer

Responsibilities:

- Collaborate in the architecting and build of efficient and reusable front-end systems.
- Development, refactored, optimize reusable components and front-end libraries.
- Building systems over SOLID principles, test driven development, continuous integration, clean code.
- Implement storybook for components and documentation tests.
- Development of React Component Library with Styled Components.
- Development of APIs and consume microservices with the REST protocol.
- Collaborate in the architecture and build of front-end systems.
- Provide technical guidance and mentorship to peers and new engineers.
- Architect efficient and reusable front-end systems that drive complex web applications.
- Development high-quality, tested, secure, and maintainable code.
- Building single-page applications in JavaScript/TypeScript.
- Development on all levels of the web stack (JavaScript/React/Redux/Html/CSS/Sass/Jest/webpack/node).

Key achievement :

- The leadership of several new projects.
- Re-architecting, revamp of full eCommerce and helped to create design system form the company.
- Take part in code reviews, architectural discussions, and being part of the making of the code base.
- Experiment with and recommend new technologies that simplify and improve systems.
- Creation of a platform for building third-party eCommerce shops.
- Development of the new design system.
- Creation of a new website reaching a load performance under 1 second.
- Work closely with the scrum master and product owner to help address business needs while maintaining engineering standards and paying down technical debt.
- Helped other teams to be successful with their projects through improvements or new features.

SyEs Software

January - February 2016

Software Engineer

Responsibilities

- Building systems over SOLID principles, test-driven development, continuous integration, clean code.
- Development, refactored, optimize reusable components and front-end libraries.
- Ensuring everything is cross-browser, cross-platform, and cross-device compatible.
- Building single-page applications in JavaScript/TypeScript.
- Development of solutions using technologies like HTML5, SAS, JavaScript, React, Angular, and various JavaScript frameworks.

Key achievement

- Deliver products on time with less issues possible.
- Deliver web solutions with the best suit client requirements.
- I got involved in building web-based solutions for several clients.
- I ensured everything was cross-browser, cross-platform, and cross-device compatible.