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Education

Zaragoza, Spain **University of CESTE / Wales Trinity Saint David** **Sep 2018 – Jun 2022**

- Bachelor of Science in Computer Science (Honours)

Employment

Angular Developer **Inycom - Zaragoza, Spain** **Sep 2020 – Present**

- Migrated one of the most innovative Spain railway projects into an Angular application, went through all the legacy code, and migrated it taking both design and architectural decisions along the way, creating a final product that is serving 46% of the Spanish railway infrastructure.
- In charge of the UI/UX on the project's migration, where I redesigned both to fit the new technologies used.
- Used a modular architecture and the dependency injection pattern to create highly organized projects improving readability and reducing complexity, making the project more approachable for new developers.
- Created an intuitive, reusable, modular CSS rule system for an Angular application so that my teammates could implement any component without the need to know any CSS while keeping the application's identity.
- Mentored junior Front-end developers to improve their approach to reactive programming in Angular.
- Optimized one of the project's most used PHP microservice that was causing delays for the rest of the project cutting down the response time from 56 to 2 seconds.
- Used lazy loading and other optimization techniques and tools such as webpack Bundle Analyzer, to cut down the initial bundle size of an Angular project from 5.8MB to 2.2MB.
- Involved in project planning and requirements gathering following an Agile/Scrum approach.

Projects

F1Diff, Formula 1 race visualization tool that lets you relive any race in just seconds.
code: https://github.com/migueliranzo/F1Diff live at: https://migueliranzo.github.io/F1Diff/

- Created a unique race-chart system that lets you visualize the time gaps between pilots in any F1 race.
- Built a lap time to percentage system developed from the ground up that stores the time differences of the pilots during the whole race, enabling the system to be a reusable on lap-race demand service.
- Worked with a public API to retrieve all the data needed for the race-chart calculations.
- Extensive focus on the UI/UX, with a product-oriented mindset, edge cases, data unavailability...
- Researched many libraries documentation in order to bend them to the application needs.

MKbug tracker, Bug tracker web application, with a minimalistic approach
code: https://github.com/migueliranzo/mikeBugs live at: https://mike-bugs.web.app/

- Developed using a reactive programming approach, following the stateless observable service design pattern.
- Used various RxJs operators to modify, create and combine the data streams to the application needs, providing better control over the response times and making the services structure more consistent.
- Implemented Cloud Firestore as the application backend, designed a thought-out NoSQL collection-document structure to store the application data, and integrated firebase authentication, achieving a strong backend.
- Used TailWind CSS to style the whole site alongside angular material, creating a 100% responsive website.

Technical Skills

- Languages: JavaScript, TypeScript, HTML/CSS, PHP, Java, SQL.
- Frameworks and Libraries: Angular, RxJs, Tailwind CSS, Bootstrap, SCSS, jQuery, Express.js, Node.js, Laravel/Lumen, Angular Material, PrimeNG.
- Tools: Git, Azure, Linux, Docker, Figma, Azure, Firebase, webpack, JSON, npm.