

Paulo Guerra F.

Front-End Engineer

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Phone
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Current Location
Quito, Ecuador

Github
[@offbeat-dev](https://github.com/offbeat-dev)

Linkedin
[in/pauloguerraf/](https://www.linkedin.com/in/pauloguerraf/)

Twitter
[@paulo_guerra_f](https://twitter.com/paulo_guerra_f)

Languages

Spanish

Native

English

Professional working

Portuguese

Professional working

React JS	Vue JS
TypeScript	Nuxt JS
HTML CSS JS	Git Storybook APIs
GSAP Framer Motion	Webflow
Leadership	Problem-Solving
Creative Thinking	Teamwork

Experience

- Jan 2023 – Present Quito, EC
Lead Front-End Engineer
Verndale
www.verndale.com
 - AI-Driven Product hackathon winner – architected and developed the Frontend of an AI powered landing page generator using NextJS, GrapesJS, Contentful & Sitecore.
 - Currently leading the development of a modern animation library using the Web Animations API (WAAPI).
 - Co-lead and architecture department initiatives, such as migrating the in-house frontend toolkit to Vite and prototyping reusable tools with it.
 - Transformed functional and technical requirements into successfully delivered projects for mid-sized and Fortune 500 companies.
 - Implemented a series of React components used in a large scale web application powered by IBM's Carbon Design System
 - Tested and initiated the adoption of Coveo's Javascript Framework and React's Headless Library to implement search interfaces for multiple clients.
- Aug 2021 – Dec 2022 Quito, EC
Senior Front-End Engineer
Verndale
www.verndale.com
 - Conceptualized and delivered eye-catching, creative, functional, and interactive web animations.
 - Website of the Day CSS Design Award (<https://bit.ly/43u8MLG>)
 - Awwwards Honorable Mention (<https://bit.ly/3OynJqS>)
- Apr 2021 – Nov 2021 Karlsruhe, DE
Creative Front-End Developer
Dorfjungs
www.dorfjungs.com
 - Lectured and supervised courses on Introduction to Interactivity, Physical Computing, Web Technologies and Video Game development.
 - Developed community oriented projects making use of technology and supported other departments through the development of tech related resources and tools.
- Aug 2014 – Aug 2021 Quito, EC
Assistant Professor
Universidad de las Américas
www.udla.edu.ec
 - Reviewed visual designs, functional specs, and selected the tech stack used for each one of our projects.
 - Delivered 40+ interactive and immersive applications for museums and exhibits, as well as 80+ applications and websites for corporations and non-governmental organizations
- Sep 2013 – Aug 2014 Chicago, US
Developer / Researcher
Learning Technologies Laboratory
University of Illinois at Chicago
www.evl.uic.edu
 - Re-designed and implemented a location based tracking system using Bluetooth Beacon (Estimote® and Gimbal®) technology.
 - Developed and implemented a Microduino®-based system to remotely control LED lights for an classroom-oriented representation of gerbils' foraging behavior data.
 - Developed a physical interface for natural phenomena visualization using Arduino-based tangible robots guided by a Java controlled graphics display and C++ fiducial tracker

Latest projects

Storybook MSW Addon

An MSW addon including a control panel that enables interaction and manipulation of mock requests within Storybook.

<https://github.com/mswjs/msw-storybook-addon/commits/feat/addon-panel>

Frontend Toolkit

Migrated a codebase from Webpack to Vite+Storybook 7. Developed a series of vite/rollup plugins to facilitate the transition.

*internal tooling

Animation Framework

Built a versatile collection of web components designed to simplify the integration of specific animations into web projects. Uses Lit and the Web Animations API.

*internal tooling

Education

University of Illinois at Chicago
MSc in Computer Science
Fulbright Scholarship
May 2013

Universidad San Francisco de Quito
BSc in Electronics Engineering
June 2008

University of Illinois at Urbana
Electronics Engineering
Exchange program
May 2004 – May 2005

Publications

Back to the future: embodied classroom simulations of animal foraging

Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction. 2014.
Alessandro Gnoli, Anthony Perritano, Paulo Guerra, Brenda Lopez, Joel Brown, and Tom Moher.

<https://dl.acm.org/doi/10.1145/2540930.2540972>

RemoteBunnies: Multi-Agent Data Mapping Between Physical Environments

Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction. 2013.
Paulo Guerra

<https://dl.acm.org/doi/10.1145/2460625.2460687>