# Curriculum Vitae
# RODRIGO THAUBY

## Summary

Senior Web Developer, specializing in Front End and User Experience. Strong knowledge of all stages of software development, including coding, collaboration and deployment on the cloud.

## Education

Adolfo Ibañez University, Viña del Mar, Chile
Bachelor of Science, Industrial Engineering
December 2005

University of San Francisco, San Francisco, CA
MS in Internet Engineering
December 2011

## Skills

• HTML5, CSS3 and JavaScript
• ES6, SASS and LESS
• Vue.JS, React.JS, Angular, Backbone and others.
• Babel, Lodash, Underscore, Backbone, jQuery, CoffeeScript and others.
• Grunt, Gulp, Webpack, Yarn, NPM
• Expert level use of Photoshop, Illustratorand Sketch.
• Node.JS (Express and others), Ruby (Sinatra, Ruby on Rails), Python (Django, Flask), MongoDB, CouchDB.
• Intermediate knowledge of Linux servers (Apache, Rails Passenger, SVN admin, MySQL, Postgres and others)
• Swig, ERB, Moustache, Markdown, Smarty, HAML, and others.

## Work Experience

**Crowdkeep, Washington, D.C.**
Senior Software Engineer
February 2019—Present

• Created brand new sketchy component & style guide based on existing application and new desired features.
• Prototyped new features in React Webapp statically, for later implementation in Backend services and API.
• Contributed several bug fixes to existent React Webapp.

**Virtru, Washington, D.C.**
UI Developer
August 2017—February 2019

• Worked closely with project managers, stakeholders and designers to bring new features to existing products.
• Designed and developed new Front End standards for use across teams.
• Designed and maintained various tools to help facilitate the UX team and Front End pipeline.
• Designed, developed, and integrated new UI components in React to be embedded into existing applications.

**Sparkypants Studios, Baltimore, MD**
UI Developer
February 2017—July 2017 (Company closed)

• Jumped into a fast paced team-environment with a unique approach to software development/deployment, and succesfully adapted quickly to it.
• Helped concieve new UI elements and systems for new gameplay and saw them through to execution.
• Designed new features in Photoshop, and built them using Web Technologies (HTML/CSS/JS) and integrated them into a native client application.

**ISL, Washington, D.C.**
Senior Web Developer
July 2013—February 2017

• Worked closely with clients, project managers and designers under tight deadlines to deliver high quality, high interactivity marketing products.
• Single-handedly created the company's first VR prototype, as a proof of concept.
• Mentored apprentices and junior developers into the Front End technologies and techniques used at ISL.
• Founded and hosted the Game Development guild where engineers and non-engineers could learn the ins and outs of Unity and Unreal Engine dev.

**SocialCode, Washington, D.C.**
UI Designer, Developer
April 2012—July 2013

**Forio Business Simulations, San Francisco, CA**
Lead Designer
September 2011—April 2012

**UI Designer & Developer**
July 2008—March 2011