# Sergio Rodríguez de Guzmán

# **Frontend Developer**

github.com/sergiordg00 Im linkedin.es/sergiordg00

#### PROFILE

+2 years of experience developing web applications with **React**. Specialized in crafting effective and efficient user interfaces, performance optimization, and problem-solving. Committed to continuous improvement.

# PROFESSIONAL EXPERIENCE

#### **Suarte**

# Lead Frontend Developer | Feb 2022 - Aug 2023

Led the frontend development at Suarte, built with **React**. I contributed to the platform's full creation and development since the beginning, resulting in representation in **over 40 countries** worldwide.

- Designed and developed a **cache system** from scratch using React **Redux**, a solution that proved to be crucial in significantly reducing client requests and improving the platform's cost-effectiveness, efficiency, and speed.
- Resolved rendering issues that arose during development using virtualization techniques, scaling from a maximum of 80-100 on-screen elements to +50,000 without performance loss, even on low-end devices.
- Developed a total of **6 projects**, including the development of various **internal tools** for managing both content and internal platform processes: email management, contact requests, client registration, artwork review, etc.
- Enhanced the developer experience (**DX**) significantly by migrating the platform's build process to **Vite**, dramatically reducing compilation times. Additionally, configured **linting** and **formatting** systems to maintain clean and consistent code.

### EDUCATION AND ACHIEVEMENTS

## **Computer Engineering**

University of Alicante | 2018 - 2022, Alicante, Spain

### 4th Best Game Award

CPCRetroDev | 2021

#### SKILLS

- Leadership
- Empathy
- Initiative
- Self-learning
- Teamwork
- Perseverance
- Accessibility
- Version Control
- Problem Solving
- Progressive Web Apps
- Layout Design
- UI / UX

- · React.js
- Next.js
- Tailwind CSS
- Figma
- · HTML, CSS, JavaScript
- Git / GitHub

#### LANGUAGES

Spanish: Native English: C1