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Armando Villanueva

SKILLS

- Experience managing and leading a team of designers and engineers with building large-scale corporate sites and high-visible websites.
- Experience with AWS, specifically provisioning servers (EC2, Beanstalk) as well as integrating Jenkins as a continuous deployment pipeline workflow and load balancing.
- Experience with Microsoft Azure and other DevOps related tools including MSSQL, Access and IIS.
- Experience with .NET Core, ASP .NET and CMS systems including Umbraco, Sitefinity, Kentico and Site Core.
- Proficient with PHP (5.6, 7.0+), React, MySQL as well front-end tools such as webpack, gulp and grunt.
- Strong understanding of the importance in utilizing unit / feature testing during development.
- Strong spoken / written communication skills, experience with working with large remote teams.
- Experience with building performant and concise APIs.
- Proficient with Laravel framework as well Zend and Kohana Frameworks.
- Quick learner, multifaceted skill set and more than comfortable with wearing many different hats.
- Comfortable working within React / Node. Comfortable with JavaScript.
- Experience working with high visibility, high profile clients.
- Experience and success with reaching ambitious deadlines.

EXPERIENCE

Haven Agency, Ontario - CA — *Senior Tech Lead*

JUNE 2017 - PRESENT

- Communicate daily with Project Managers to provide deadlines and technical input on various projects.
- Interface with clients in both digital and face-to-face environments, providing any assistance or explanation needed.
- Delegate work between other developers and designers.
- Maintain and improve legacy code for older sites as well as working towards improving internal development workflow by introducing new / more efficient methodologies.
- Build robust and performant APIs for use on high-visibility websites for large clients (Live Nation, Ticketmaster, AEG, Bethesda, Riot Games)

- Assist with building React based front-facing applications
- Build large-scale, corporate CMS systems for various companies using the Laravel framework.
- Facilitate production deployments and code reviews when needed.

Pixlflame, LLC [Freelance], Riverside CA — Lead Software Developer

JUNE 2015 - PRESENT

- Provide affordable, low-cost business solutions to small businesses but creating custom CMS systems utilizing the Laravel framework
- Create static sites using React / Next JS.
- Provide technical assistance to clients who require fixes or feature updates to existing websites.

Stan's Two, Inc, San Bernardino CA — Software Developer

OCTOBER 2010 - JUNE 2017

- Responsible for creating, maintaining, and managing three custom ecommerce environments utilizing Magento, Shopify and Big commerce.
- Worked closely with designers and marketing reps to create micro-sites that were distributed locally as well as internationally.
- Oversaw building an internal store management system utilizing Laravel that allowed employees to manage stores from HR forms to sales receipts and store reports. Later extended to handle simple product ordering based on store and warehouse availability.
- Maintained older, deprecated sites, and slowly migrated them to newer frameworks (Zend 1 to Laravel 4.2, etc.).

Notable Projects and Achievements

Wizards Of the Coast — Senior Developer

- Responsible for building a performant data importer from old architecture into a new content management system including data serialization, automation, and content uploading.
- Built a performant API responsible for retrieving, sorting, and formatting data from a large data repository which included product data and localization.
- **Technology used:** NodeJs, Vue / Nuxt

Magic: The Gathering - Esports — Tech Lead / Senior Developer

- Worked closely with clients and internal project managers to facilitate bandwidth and resources to reach ambitious deadlines successfully.
- Created several internal microservices to automate processes and provide Quality of Life improvements for the team.
- Developed custom APIs to assist with sanitizing and normalizing data for easier consumption across front-end applications.
- **Technology used:** NodeJs, Vue / Nuxt

Prize Payments — *Senior Developer*

- Planned and architected project from conception to deployment a payment management system. The application curates the payment process between organizations and tournament entrants. It is built on PHP to implement a RESTful API that is integrated with a front-end application built with ReactJS.
- **Technology used:** PHP, Laravel, AWS, React, NodeJS

Bethesda - Slayer's Club — *Senior Developer*

- Created API components required for gamification of specific user interactions. Built a custom logging system to track user interactions including points awarded, bonus entries, submission entries and invitations. Built with NodeJS and implemented with a ReactJS front end application.
- **Technology used:** NodeJS, React, AWS

Medmen - Corporate Site + E-commerce Integration — *Senior Developer*

- Utilized NodeJS to create a robust order + delivery application. System tracks inventory, delivery and order status as well as generates a detailed invoice. Automatically applies all necessary taxes and stores all transactions utilizing a custom CMS. API built with NodeJS and implemented with React with an interfacing CMS built with PHP.
- **Technology Used:** NodeJS, React, AWS, PHP, Laravel

Riot Games - Go Noobs Campaign — *Developer*

- Built the current NA login page for Riot Game's "League of Legends" video game using Node Express and React.
- **Technology used:** NodeJS, React