

MARTIN ACOSTA

Full Stack Web Developer

CONTACT

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EDUCATION

BACHELOR OF IT PROGRAMMER ANALYST

2015

Universidad de Informática
UNLP

YEARS' EXPERIENCE

JavaScript (+6)
Laravel (+4)
Node.js (+3)
Hapi.js (+1)
Meteor (+2)
React / Mithril / VDOMs (+3)
Redux/Mobx (+1)
FRP (+1)
HTML (+6)
CSS (+6)
PHP (+6)
MySQL (+6)
MongoDB (+1)
Docker (+1)
Redis (+1)

SOCIAL

🐙 github.com/tinchoz49

🐦 @tinchoz49

ABOUT

I'm an ambitious JavaScript developer with a strong technical background who possesses self-discipline, the ability to work with the minimum of supervision and to play a key role throughout the software development.

OBJECTIVE

In the last years I realized that the best way to create applications is keep your work simple, with tools and libraries that do one thing and do it well (the Unix Philosophy and adopted by Node.js too).

Following that path my objective is keep improving my work in the ecosystem of JS/Node.js and with that knowledge build innovative and scalable applications.

EXPERIENCE

CO FOUNDER / JS DEVELOPER

Geut Studio | December 2015 - Present | <https://geutstudio.com>

- Geut Studio was created with the idea to work in projects that we can build it completely in JavaScript.
- We're active advocates, users and contributors of Open Source technologies and practices so you can find a lot of our projects in <https://github.com/geut>

JS / PHP DEVELOPER

Language Trainers | February 2012 - Present

I'm in charge of the frontend development for the commercial sites of the company and also I created a backend to manage the content used by these commercial sites. These sites were developed in PHP using the Laravel Framework.

WEB DEVELOPER

VMN+ | March 2010 - July 2011

Web applications development using ASP.NET, C#, JavaScript and working with a Oracle Database.

ENGLISH LEVEL

Upper Intermediate - CEFR B2 level

PROJECTS DETAIL

CLAIMS PROCESSING SOFTWARE FOR EDELAP

Company: VMN+

Duration: February 2010 - July 2011

Team Size: 3

Role Played: Developer, Designer and Tester

Skills Used: .NET MVC, JS, jQuery, CSS, Oracle and IIS.

BOOKING GENESIS TOUR

Duration: July 2011 - February 2012

Team Size: 2

Role Played: Developer, Designer and Tester

Skills Used: PHP, JS, Symfony 1.4, jQuery, CSS, Bootstrap, MySQL and Apache.

It was a project for room and flight reservations for Genesis Tour.

The back-end used Symfony 1.4 on the server side and for the UI I used JS with jQuery.

This was my first interactive application.

COMMERCIAL SITES AND BACKEND FOR LANGUAGE TRAINERS / LISTEN AND LEARN

Duration: February 2012 - Present

Team Size: 3

Role Played: Developer, Designer and Tester

Skills Used: PHP, JS, Laravel, jQuery, CSS, Bootstrap, MySQL and Apache.

I start maintaining old projects in vanilla PHP and 3 years ago I was in charge of the migration for all the old sites to Laravel and I had to create a new backend to control remotely the content of each commercial site.

It was a really nice experience, I had the chance of improve my skills in service-oriented distributed applications and website localization.

<https://www.languagetrainers.com> - <https://www.listenandlearnusa.com>

FLOOD DASHBOARD

Year: 2014

Team Size: 2

Role Played: Developer and Designer

Skills Used: JS, Mithril.js, Leaflet.js, Cordova/Crosswalk, Node.js, Express, CSS, PostCSS, Bootstrap, MySQL and nginx.

The project is an idea from the Buenos Aires government.

It's about a website and a mobile application with a dashboard to track floods in Argentina using an interactive map of the province.

The application has been developed as a hybrid app, so I used only web technologies as JavaScript and an MVC framework called Mithril.js (it was one of the first virtual dom before React was popular).

For the packaging we used crosswalk.

For the website and the REST API we used Express with an nginx working as reverse proxy and server load balancer.

SPANISH LEVEL TEST

Year: 2015

Team Size: 1

Role Played: Developer and Designer

Skills Used: PHP, JS, Laravel, React, Cordova/Crosswalk, Node.js, CSS, Bootstrap, MySQL and Apache.

Spanish Level Test is an Android mobile application for Listen & Learn and with the objective of test your Spanish language level.

Like the project before this application has been developed as an hybrid application but in this occasion I used React with a custom State Management and Action dispatcher based on the ELM Architecture.

For the packaging I used crosswalk.

<https://play.google.com/store/apps/details?id=com.listenandlearn.spanishleveltest&hl=es>

ITAU CUENTO DIGITAL

Year: 2015

Team Size: 2

Role Played: Developer

Skills Used: JS, Meteor.js, CSS, Bootstrap, MongoDB and nginx.

Cuento Digital is a web application to create dynamic stories and to read it like "choose your own adventure".

In this app the user can create different text fragments and then put them in a specific position of their story, like controlling the time line and the path of your story.

This app was a really nice experience and I have the opportunity of work with Meteor.js, MongoDB and better understanding some distributed design patterns oriented to realtime web apps.

<http://itaucuentodigital.org/>

OPEN SOURCE PROJECTS

I'm a true believer of the Open Source technologies and practices. We are always using something created by another developer so I always have feeling the need to give back something to this amazing community. That's why I started to create Open Source projects in my freetime.

POSTCSS-COPY

Duration: 2015 - Present

Team Size: 3

Role Played: Creator, Developer and Maintener.

Skills Used: JS, Node.js, AVA, PostCSS, ESLint and editorconfig.

An async postcss plugin to copy all assets referenced in CSS files to a custom destination folder and updating the URLs.

<https://github.com/geut/postcss-copy>

MITHRIL-TRANSITION

Duration: 2015 - Present

Team Size: 3

Role Played: Creator, Developer and Maintener.

Skills Used: JS, Node.js, Browserify, CSS, VelocityJS, ESLint and editorconfig.

A lightweight library for MithrilJS to create your own custom transitions based on the lifecycle of your components.

<https://github.com/geut/mithril-transition>

CHAN

Duration: 2016 - Present

Team Size: 3

Role Played: Creator, Developer and Maintener.

Skills Used: JS, Node.js, Remark, ESLint and editorconfig.

Chan is a likeable CLI tool used for writing and maintaining a CHANGELOG empowering the user to use a coloquial/friendly style.

<https://github.com/geut/chan><https://github.com/geut/chan>