

# HECTOR ZARCO



Born in Valencia. I've been writing Front-end code for more than 4 years. Always focused on the use of JavaScript to create and scale rich clients. I am extremely motivated, constantly working on improving my skills and discovering new ones. I also like to employ my time writing modular, readable code and consuming REST Apis.

I'm currently focused in the JavaScript ecosystem, especially in the Ember.js framework and community, which use in production apps and my own projects. Trying to constantly improve my app architecture and user experience knowledge. I also love to participate in code reviews and meetups. Because I love to be an active member of the development community and being on the edge of the newest technologies. Do you have a bug? Call me, let's fix it together ;).

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Spain
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Languages:  
Spanish (Native)  
English (Fluent)  
Catalán (Native)

## SKILLS

JavaScript	MVC	BDD	ES6	Ember.js
React.js	Animations	SCSS	Webpack	Team Work
HTML5	WebSockets	I18n	PhoneGap	Flexbox
Bourbon.css	UNIX	Problem solving	Scrum	HTMLBars
CSS3	UI	Transitions	Grunt	Bower
Karma.js	Testing	Handlebars	GIT	Web Components

## { } OPEN SOURCE COMMUNITY

I try to share and contribute as much as I can to the community, that's why I always push the companies to make open source contributions. Trying to share the custom controls I make, as well as some contributions to libraries I normally use. The repos marked with (\*) are owned by myself and are being used in production environments

<b>Ember.js</b>	12.000	
A JavaScript framework for creating ambitious web applications		
<b>SweetAlert</b>	9.000	
A beautiful replacement for JavaScript's "alert"		
<b>*Focusable.js</b>	1.000	
Set a spotlight focus on DOM element adding a overlay layer to the rest of the page		
<b>Kiwi.js</b>	500	
Blazingly fast mobile & desktop browser based HTML5 game framework		
<b>*Walter.js</b>	40	
Preload images with a Promise flavor		
<b>*EmberDelegations</b>	20	
Plugin for delegate ember properties in a very descriptive and easy way		

## EXPERIENCE

	<b>Frontend Engineer</b>	February 2015 - Currently
	Developing/modernizing internal tools that later all of the King games using in production, plus developing a system for share web components between different applications built on the top of React.	
	<b>Frontend Engineer</b>	October 2013 - February 2015
	One of the responsible for rewriting the code of GoldenManager to the 2.0 version and scaling them to a modern web client. A online football manager with over 4 million registered users, 250K DAU, real time bidding system, complex data management and unique UI/UX.	

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## Frontend developer

March 2011 - August 2013

Lead frontend developer in Widplay, a online social network with a Desktop interface and complex widgets integration.  
In charge of provide a public Api to communicate the third-party widgets with the main application.



## SIDE PROJECTS Ordered by date descendant

### Wallapop-webapp ([wallapop-web.herokuapp.com](http://wallapop-web.herokuapp.com))

Based on the popular Wallapop native application and before that they release their own web version. I decided to make the unofficial web version as an open source. As a result of that I learned how to use Charles proxy to decrypt HTTPS connections and use private Apis.

### Mere-meme ([www.merememe.com](http://www.merememe.com))

As a result of a HackDay I built this simple and funny meme generator. I learned how to manipulate and transform image data to something that the browser can display as a image.

### HannaH ([www.hannahapp.me](http://www.hannahapp.me))

HannaH it's a Instagram marketing tool, that increases the number of followers and likes of your account. I learned how to built REST Apis with Ruby on Rails as well as create and automatize cron jobs and use the Instagram Api.

### Porlabocamuereelpez ([www.porlabocamuereelpez.com](http://www.porlabocamuereelpez.com))

I built this webapp as a way of protest against the Spanish corrupt politicians. I learned non-tecky things like how to viralize a project and how to promote it through social networks. As a funny thing I achieved to appear in the Huffington Post newspaper.

### Skate spider ([www.skatespider.com](http://www.skatespider.com))

It was my first side project. Built with an old fashion stack (but still works). I decided to focus my final term project on it as a product of my passion for skateboarding, I created a video scrapper that constantly published and kept up to date with the latest skate videos.

## EDUCATION

### Software Development - Computer Programming

2008 - 2010

CeCheste Higher Institute (Valencia, Spain)

### Computer Systems Technician - Computer Systems

2006 - 2008

CeCheste Higher Institute (Valencia, Spain)