

I started my professional career around 2005, back when web standards began to see the light and I've lived through the different stages of the web since then - from the first JS libraries to Web 2.0 and CDNs. Being part of that entire transition has granted me a really good understanding on how to build great web experiences, not only on the frontend side of things, but also the backends and microservices. I can talk about almost anything with devs in a room: scalability, infrastructure, architecture, best practices or great UI/UX.

Work Experience

Senior Software Engineer **Arrival** **Oct 2020–Present**
Robofactoring - Robotics division Berlin, Germany

- Developed a web-based application to visualize, control and manage a robotized autonomous factory.
- Multiple stake-holders including factory personnel, factory engineers and other software engineers.
- Fully SPA written 100% in TypeScript, CSS-in-JS, with automated integration tests within a complex UI.
- Developed the design system integrated from Figma into React components and elements.
- The design system ended up being used by close to 50% of all front-end projects within the company.
- Created multiple CI flows and Docker containers for the projects I worked on.

Senior Software Engineer **ResearchGate** **2016–2020**
Core Frontend, DX and infrastructure team Berlin, Germany

- Contributed to our design system.
- Contributed to our custom GraphQL client and tooling around it.
- Designed the interview process for full-stack product engineers, and lead dozens of interviews, hiring several new team members over my time at the company.
- Advocated for testing infrastructure and practices within the Front-end development teams
- Created my own UI/integration DSL for a testing framework built on top of Puppeteer and Jest.
- Created an HTML renderer for React to be able to work on email templates using JSX.
- Eventually worked on the entire product, improving performance, security (related to the user-facing product), etc.
- Created my own containers in AWS and hosted multi-container Docker projects for interviewing.

Co-founder / CTO **Proudsugar** **2013–2015**
Berlin, Germany

- I was responsible for the implementation and technical decision-making. Our specialization was on figuring out the best approaches to improve businesses' revenue through deep understanding and systematic execution of analytics and business goals and needs.

Software Developer **Cloud9 IDE** **2011**
Amsterdam, Netherlands

- As a Javascript and Node.js developer, I was responsible for implementations on UI, code editor within the IDE as well as the Node.js modules for (s)FTP and the Heroku deployment integrations, among others.

Languages

- Spanish: Native
- English: fluent and competent verbally and written (C1 or above)
- German: fluent (C1 verbally, B2 written)

Relevant skills

- Languages: TypeScript, Node.js, Rust, PHP, Ruby
- Technologies: MySQL, Postgres, MongoDB, AWS, Git, Docker, Kubernetes, React or any JS framework/tooling
- Other: Data structures, algorithms, software design, modularity, code testability and maintainability

Projects

- Lately, to practice what I've learned about **Rust** I re-created one of my favorite childhood video-games in **Rust**: Columns! - (which I played on my Sega Master System II at 9 years of age):
https://github.com/rendez/rust_columns
- I authored a couple of projects on **Github** in the last years, one of them was widely adopted when it was still maintained reaching 1.1k stars and thousands of downloads weekly from NPM:
<https://github.com/researchgate/react-intersection-observer>.

Interests

- Contributing to open source projects.
- I am an avid runner and occasionally jump into a morning Yoga class.
- I love to talk about renewable energy, batteries, electromobility, and all sorts of engineering.
- I very much enjoy cooking and being outdoors.
- I like building toys and playing with my 2 year old son.