

Victor Tortolero

SOFTWARE ENGINEER

Guadalajara, Mexico

[✉ victortortolero@gmail.com](mailto:victortortolero@gmail.com) [🏠 mightypenguin.dev](https://mightypenguin.dev) [🐧 TheMightyPenguin](https://TheMightyPenguin.com) [📄 victor-tortolero](https://victor-tortolero.com)

Experience

MEDWING

Guadalajara, Mexico (Remote)

SENIOR SOFTWARE ENGINEER

April 2020 - Present

- Increased PageSpeed score by 20 points for multiple pages on medwing.com over one month by optimizing images to be loaded appropriately for different devices.
- Increased team productivity by implementing our layout patterns into our design system. This greatly reduced the amount of CSS we write in our applications and the bundle size we ship.
- Improved team dynamics by proposing and pushing forward initiatives and processes that helped build more trust within the team.
- Reduced the engineering team scope in marketing tasks by implementing a system that allowed the marketing team to make copy adjustments on a CMS without code changes.
- Lead the efforts in the company front-end chapter to improve our practice.
- Lead development of our React design system supporting 3 platforms: Web, Android, and iOS using React Native Web and TypeScript.
- Improved our testing strategy and confidence by implementing visual regression testing in our applications.
- Designed complex feature implementation by authoring technical documentation covering multiple scenarios with tradeoffs.
- Authored internal libraries and set up the CI pipeline for these using Circle CI.
- Served as a mentor to engineers in areas such as React, CSS, TypeScript and other front-end topics.
- Implemented monitoring and error logging for our front-end applications.
- Planned and executed a migration of a 3k+ files project from Flow to TypeScript.
- Added new endpoints to a GraphQL API using Elixir and Absinthe.
- Integrated data from DatoCMS into our front-end and back-end applications.

Wizeline

Guadalajara, Mexico

SOFTWARE ENGINEER (**PROMOTED TO SENIOR SOFTWARE ENGINEER IN FEB. 2020**)

November 2017 - April 2020

- Maintained a component library that met the WCAG 2.0 accessibility guidelines for one of our clients. These components live in applications used by millions of users daily.
- Interviewed 30+ candidates as part of the hiring pipeline.
- Prepared 100+ engineers on topics like: React, TypeScript, CSS scalability. I created part of the content for these lectures.
- Created educational content to expand the Wizeline Academy offering. I traveled to different Wizeline office locations and gave remote workshops on topics like TypeScript and React.
- Build internal tooling to help manage office seating allocations and find meeting rooms. This tool was later used to onboard new engineers into the company.
- Developed applications for our clients using React and TypeScript.
- Worked with big multimedia companies such as Disney to build and maintain products.

Hash Labs

Valencia, Venezuela (Remote)

SOFTWARE ENGINEER

January 2017 - August 2017

- Helped clients to build the MVP for their product using tech like React, Redux, and GraphQL.
- Helped clients to build their marketing sites, using tech like Jekyll, SCSS.

Manya.pe

Valencia, Venezuela (Remote)

FULL STACK DEVELOPER

November 2016 - January 2017

- Develop applications using PHP, Laravel and AngularJS, participating in API design and then working on the front-end.

Appsglobals

Valencia, Venezuela (Remote)

SOFTWARE ENGINEER

September 2016 - December 2016

- Develop applications using PHP, Laravel and AngularJS. Also mobile applications using Ionic.
- Did database design and normalization.

B2VX

SOFTWARE ENGINEER

Valencia, Venezuela
August 2016 - November 2016

- Develop applications using Ruby on Rails.
- Developed a proof of concept for an Augmented Reality based game with Unity and Vuforia.

Education

Universidad de Carabobo

Valencia, Venezuela

DEGREE IN COMPUTER SCIENCE

2013 - 2018

- Algorithms and Data Structures, Computer Graphics, Computer Networks, Operative Systems, Software Engineering...
- Did not finish, only took 6 out of 10 semesters.

Certifications

- **AWS Developer Associate**
- **React Certification from Tecnologico de Monterrey**

Other

OPEN SOURCE CONTRIBUTIONS

- [storybookjs/storybook#3725](#)
- [apollographql/apollo-client#3725](#)
- [withspectrum/spectrum#3072](#)
- [google/WebFundamentals#6739](#)
- [wesbos/Advanced-React#109](#)

PUBLIC SPEAKING

- I taught JavaScript and React at a local boot camp in Guadalajara, to teach people with non-technical backgrounds and help them get a job in tech.
- "Layout Components: a whole new world" a talk layout patterns on the web, how we can create abstractions for these and how do they help us a, [Talk Slides](#). ([Recorded talk in Spanish](#)) I gave this talk at Guadalajara local JavaScript community ([GDLJS](#)).
- "Service Worker for Offline Content Caching" a talk about how to cache content in a PWA for offline usage. I showed a demo of an app that used the Giphy API and the user could store gifs for offline viewing, [Talk Slides](#). I gave this talk at Guadalajara local JavaScript community ([GDLJS](#)).
- Gave a talk about Augmented Reality development with Unity3D + Vuforia

HOBBIES

- Making art with code! Things like <https://mightypenguin.dev/igloo/nodeParticles>, and <http://themightypenguin.github.io/Particle-Systems/>
- Playing videogames, you'll find me playing Minecraft often!