

# Victor Tortolero

SOFTWARE ENGINEER

Guadalajara, Mexico

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## Experience

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### Stellate

Guadalajara, Mexico (Remote)

SENIOR SOFTWARE ENGINEER

Oct 2022 - Present

- Led a team on implementing a feature that enabled customers to see the potential they had for optimizing their services. This included full stack changes using TypeScript and Rust, and optimizing our Clickhouse DB based ingestion which handles billions of requests per month.
- Helped shape our culture by introducing processes that increased trust between team members.

### Teamflow

Guadalajara, Mexico (Remote)

SENIOR SOFTWARE ENGINEER

June 2021 - September 2022

- Work on multiple features both using React and Pixi.js for canvas rendering.
- Improved team culture and trust by introducing different processes around collaboration and creating safe spaces.
- Team lead for our mobile application using Flutter.

### MEDWING

Guadalajara, Mexico (Remote)

SENIOR SOFTWARE ENGINEER

April 2020 - Present

- Increased PageSpeed score for multiple pages on [medwing.com](https://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 company front-end chapter to improve our practices and drive alignment.
- 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

FULL STACK DEVELOPER

Valencia, Venezuela (Remote)

November 2016 - January 2017

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

## Appsglobals

SOFTWARE ENGINEER

Valencia, Venezuela (Remote)

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

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### Universidad de Carabobo

DEGREE IN COMPUTER SCIENCE

Valencia, Venezuela

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

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### 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!