Antonio Romero

Sr. Javascript Developer

Juan Antonio Romero Lara
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https://pulsar.mx | https://github.com/jaromero

Skills

HTML5, CSS3 (sass, less, postcss), Javascript (ES6, ES7, Typescript, Coffeescript), DOM, Node.js, Web Extensions

Libraries: lodash, ramda.js + sanctuary.js, jQuery

Frameworks: vue.js 2/3 (+ vuex, vue-router, vuetify), Svelte, Angular.js, React (redux, react-router)

Build tools: webpack, snowpack, rollup, gulp, grunt

Linux (Arch Linux / Ubuntu). Other tools: git, vim/neovim, vscode, podman/docker

Functional programming, composition over inheritance, prototypes over classes

Currently learning: Deno, koa.js, TDD, service workers, more Typescript, electron, more containers (podman/docker), more vue.js, more node.js, more functional programming, more web-extensions

Want to learn: Haskell, python, rust, golang, WebRTC

Some UX leanings and strong opinions

Experience

Freelance / Development and consulting

September 2019 - Ongoing

General support, analysis and development of new and ongoing projects. Implementation of new frontend login flow for Paco el Chato (rewrite from Angular 7 to Vue). Reimplementation of forms and dealer search functionality for Invincible Boats (Wordpress, Vanilla JS). Multiple other internal projects using Vue and Svelte.

vinco orbis / Full-stack lead

January 2019 - January 2020, Mexico City

Research and development. Training and guidance for the Full-stack/Front-end team. Evaluation and implementation of new technologies for Full-stack/Front-end projects. Management of available development resources and evaluation of new candidates and hires. All this in addition to previous development duties.

vinco orbis / Full-stack developer

March 2016 - December 2018, Mexico City

Building user interfaces from graphical designs, wireframes and app specs. Assisting in overall design, specs, UX and QA for web projects. Integrating front-end projects with remote APIs. Use of Linux as main OS. All this using modern web development technologies (Vue, Angular,

React)

vinco orbis / Front-end developer

May 2012 - November 2015, Mexico City

Worked by primarily building websites (user-facing and back office sections) using HTML5, CSS3, Javascript and related technologies (jQuery, lodash, yeoman)

Ingenia Group / Front-end developer

March 2009 - August 2011, Mexico City

Worked primarily with HTML/CSS to build user interfaces from a graphical design and wireframes, Modx as a CMS, PHP/MySQL for backend internals, and Linux as primary OS.