.III JOSE L PIMIENTA

Front-end Architect & Concert Photographer

Contact Info

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Skills

HTML · CSS · Sass · Tailwind · JavaScript · TypeScript · Angular · React · Vue · Ionic · NextJS · NodeJS · GraphQL · Accessibility · Testing · Cypress · PWA · UI/UX Design · Figma · Design Systems StoryBook · Data Visualization · D3 · Agile Development · Software Architecture

Experience

Staff Software Engineer - Front-end Architect

at NAX Group · https://naxgrp.com

March 2023 - Present

- Engineered a cutting-edge studio application that leverages AI to assist in designing and configuring software architecture models, offering intelligent suggestions for classes, fields, and other system design elements, streamlining project kick-offs.
- Developed advanced code generation tools to significantly enhance the developer experience, driving widespread adoption of the software platform across the organization.
- Architected and implemented robust Front-end architectures for both web and mobile applications, utilizing React, React Native, and NextJS to ensure scalability, performance, and responsiveness.
- Collaborated closely with the design team to create a comprehensive design system, unifying the visual and functional consistency across all platform applications.
- Designed and implemented automated testing strategies for Front-end applications, ensuring high-quality, reliable, and maintainable codebases.
- Mentored and guided engineers in best practices, fostering a culture of continuous learning, innovation, and improvement within the development team.
- Developed multiple design system implementations using React UI components, built from a monorepo that supports an unlimited number of products, featuring both primitive and domain-specific components tailored to product requirements.

Staff Front-End Software Engineer

at Nirvana Money · https://nirvana.money

July 2021 - February 2023

Developed and launched a mobile-first cash (checking/savings) + credit card banking application in a year:

- Implemented Developer Experience (DX) across the organization by:
 - Creating the Nirvana Design System (components, design tokens, utilities)
 - Creating a CLI tool that made the integration between *Figma* and the *React* code base a breeze; with a single command.
 - Integrating unit/integration test harness allowing engineers visibility into code improvements that could be made.
 - Adopting the monorepo pattern to increase code sharing, testing, distribution, and engineering productivity.
- Spearheaded a cross-team QA/DEV Engineering initiative to incorporate *Cypress* E2E test framework for our application; this framework covered all our features for reliable deployments. KPI: 90% automated code coverage.
- Introduced an accessibility reporting tool that provided insights into our application's accessibility compliance violations; KPI: 95% *Lighthouse (AXE)* compliance rating.
- Created Zendesk plugins apps using ReactJS; implemented automated deployment pipeline to deploy the plugin app to Zendesk
- Incorporated a process to provide stakeholders (QA/Senior Management) details on release changes using an automated GitLab pipeline.
- Introduced and implemented the micro front-end architecture by using *Webpack Module Federation* improving the application's reliability and deployment.

Senior Front-End Software Engineer

at **Run Buggy** · https://runbuggy.com

August 2020 - July 2021

• Implemented features for a transportation management application using VueJS, Material Design, and REST APIs.

UI Architect/Senior Front-End Software Engineer

at QiO Technologies · https://qio.io

June 2018 - July 2020

- Designed, architected, and lead the implementation of the data visualization framework to create configuration-driven suite of applications using Angular, TypeScript, D3, Sass, and CSS Variables.
- Designed and implemented the proof of concept application to track and analyze the risk profiles of self-driving cars using Angular, SVG, and NodeJS.

Team Lead/Senior Front-End Software Engineer

at **Vertiv Co** · https://vertiv.com/ February 2016 - June 2018

• Lead the team that built the UI architecture for the Trellis Application Framework allowing the company to speed up the delivery and refactoring of their core application to market.

Lead Front-End Engineer

at Senzari, Inc

June 2014 - January 2016

• Designed and built applications to interact with movies/music graphs APIs and recommendation engines.

Lead Front-End Engineer

at LearnerNation

September 2013 - June 2014

- Implemented core features of their EdTech platform.
- Spearheaded the rebranding of the product from brand concept to deployment.

UI/UX Designer & Front-End Enginner

at Leapfactor

February 2012 - February 2013

• Designed and built several iOS applications for the direct sales industry.