



Erwin Gaitan Ospino

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INTRODUCTION

Hello, I'm **Erwin**. I'm a **Senior Front-End Developer** with industry experience **since 2012**. I enjoy building sites & apps using mainly **React**, **JavaScript/TypeScript** and **Next.js**

ABOUT ME

I'm a Systems Engineer graduated in 2012, who was always passionate about web development since my early days in college. My strength is Front-End Web development with emphasis on React and also have experience working with Back-End technologies using Node.js. Currently, my core tech stack is React, Next.js, TypeScript/JavaScript, Tailwind CSS and Node. I'm also familiar with React Native, Electron and other related technologies.

When I'm not coding, I like to play Chess, Basketball, Football and spend time with family and friends. Also, I enjoy learning new things, specially tech related stuff that can make my life easier.

SKILLS

HTML CSS JavaScript Git TypeScript React Redux Node.js Webpack.js Jest
Backbone.js Grunt.js Next.js PHP Swift React Testing Library Figma Angular.js
MobX Sketch Electron.js Redux Saga D3.js JQuery D3 Regraph React Query
Redux toolkit Java Wordpress MySQL React Native Mocha.js

LANGUAGES

- Spanish (Native)
- English (Professional working proficiency)

EDUCATION

Universidad del Norte — *Bachelor's degree in Systems Engineering*

<https://www.uninorte.edu.co/web/departamento-de-ingenieria-de-sistemas-y-computacion>

Barranquilla, Colombia

January 2008 - December 2012

WORK EXPERIENCE

Fullstack Labs — *Principal Software Engineer*

<https://www.fullstacklabs.co/>

Barranquilla, Colombia

October 2023 - Present

Globant — *Senior Web UI Developer*

<https://www.globant.com/>

Bogotá, Colombia

April 2018 - October 2023

Freelancer — *Senior Front-End Web Developer*

Remote

June 2017 - April 2018

Squad Inc — *Senior Front-End Web Developer*

<https://socialsquad.co>

São Paulo, Brazil

February 2015 - June 2017

Freelancer — *Senior Front-End Web Developer*

Remote

April 2014 - February 2015

Koombea — *Front-End Web Developer*

<https://www.koombea.com>

Barranquilla, Colombia

June 2012 - April 2014

Universidad del Norte — *Programming and Algorithms assistant*

<https://www.uninorte.edu.co>

Barranquilla, Colombia

July 2009 - July 2010

PROJECTS

Symphony AI — *Fullstack Labs*

AI Applications that help businesses grow
October 2023 - Present

Convera — Globant

Convera Inc. Fintech solutions
October 2022 - October 2023

This project consists of multiple web applications (payments component, customer service component, etc) that are using the micro-frontend strategy in order to communicate and share state between them.

Most of the micro-frontend apps are developed using client side ReactJS, Redux Toolkit, Material UI and derived React technologies. I worked on the initial setup of the micro-frontend using Webpack's module federation feature, creating the "Shell" application which hosted all the micro-frontend applications that other teams within the company were working on.

During the mentioned process, I have to be part of multiple meetings with several software technical leads and discuss whether the micro-frontend approach would work for all the teams, since we also have the monolithic approach in mind.

My responsibilities were:

- Discuss and research pros/cons of Micro-frontend vs Monolithic architecture
- Investigate and create the micro-frontend approach for React applications
- Implement the micro-frontend approach using Webpack's module federation
- Implement features using TypeScript, React and Redux
- Participate in code review processes for multiple teams
- Create unit tests and integration tests using React Testing Library
- Attend refinement meetings, daily standups, demo meetings
- Propose new features and modification/elimination of existing ones
- Work with design team using Figma for collaboration
- Work on the Profile Management app using ReactJS, MaterialUI, Redux Toolkit, Jest and React Testing Library

Disney's Launchpad — Globant

Walt Disney's internal tool for managers and clients used to create custom experiences
October 2021 - October 2022

In this project, I worked as a Senior front-end developer and was the tech lead for the effort of migrating the application from AngularJS (v1.3) to a modern Angular with TypeScript (v12) at the time.

I was also working on the creation of unit and integration tests of the already functionality, since there weren't that many. In this project, we faced many challenges, especially dealing with the already obsolete Angular.js version which had many issues, but after several months of effort, we were able to complete the task.

My responsibilities were:

- Understand the legacy Angular.js code and how it works in order to migrate those features to the new tech stack
- Lead the front-end development team
- Lead the code review processes

- Create unit tests and integration tests
- Attend refinement meetings, daily standups, demo meetings
- Propose new features and modification/elimination of existing ones * Work with Java on the backend for some requested features

Disney's ABC/FX/NatGeoTV/Freeform — Globant

Streaming and video platforms part of Walt Disney's entertainment services

November 2019 - October 2021

As continuation of the DisneyNow project, the client wanted to do the same for the legacy codes of the websites ABC, FX, NatGeoTV and FreeForm. These websites were very similar to DisneyNow with the exception of having working signin/signup components.

I supported the migration and was the tech-lead of 5 front-end developers in which we have to do almost the same effort in order to migrate these websites.

My responsibilities were:

- Understand the legacy code and how it works in order to translate those features to the new tech stack
- Lead the front-end development team
- Lead the code review processes
- Implement new features using TypeScript, React and MobX
- Unit tests, integration tests and CI/CD
- Work with the design team if any new feature or already implemented ones needed any changes
- Attend refinement meetings, daily standups, demo meetings
- Propose new features and modification/elimination of existing ones
- Implement analytics using custom client framework
- Work with custom NodeJS framework for page routing and server side features
- API integration using REST and NodeJS
- Use Sketch for design implementations

DisneyNow — Globant

Streaming and video platform for Disney Channel, Disney XD and Disney Junior

April 2018 - November 2019

I worked on this project as a Senior Front-end developer and was the lead of 2 more semi-senior front-end developers.

The project consisted of migrating the legacy website which was done using PHP and Backbone.js to a modern stack using TypeScript React with MobX for the front-end, NodeJS on the backend (using a proprietary framework done by Disney) and the video player used throughout all the sites.

The website consisted of several pages in which you can watch free episodes of some shows, signing in using your TV provider in order to access premium shows, localStorage user sessions in order to save your current list and progress of watched shows/episodes, managing multiple users/sessions in the same browser and several other features.

My responsibilities were:

- Think about and implement the migration strategy to use

- Sync with client and other team developers about the path to follow for the migration
- Understand the legacy code and how it works in order to translate those features to the new tech stack
- Implement new features using TypeScript, React and MobX
- Lead the front-end development team
- Lead the code review processes
- Unit tests, integration tests and CI/CD
- Work with the design team if any new feature or already implemented ones needed any changes
- Attend refinement meetings, daily standups, demo meetings
- Propose new features and modification/elimination of existing ones
- Implement analytics using custom client framework
- Work with custom NodeJS framework (Similar to Next.js) for page routing and server side features
- API integration using REST and NodeJS
- Use Sketch for design implementations

Multifinanciera del Caribe — Freelancer

Cooperative that offers low-interest loans to employees in Colombia
August 2017 - January 2018

In this project, I worked directly with the CEO in order to create a system that allows employees in Colombia to get access to low-interest loans. In this project, I was the only developer and was in charge of managing the database, front-end and back-end sides of the project. The project was later acquired by a bigger player in the country.

The application consisted of a website with signin/signup pages, in which we asked for employee information in order to validate the data, a CRM application done with ReactJS, NodeJS, MySQL for managing users. (Initially we went for a Wordpress solution but dropped it later).

Also, we created the same CRM app for desktop versions (Windows, Mac) using ElectronJS.

My responsibilities were:

- Create the initial projects
- Implement features using TypeScript, React and Redux
- Create and maintain the back-end with Node, database with MySQL and front-end with React
- Direct communication with the CEO about the progress of the project
- Create an easy to use CRM for the client
- Design and develop the components of the application

Influx Social — Freelancer

Web application tool that helped boost Instagram users their presence in the website
April 2015 - August 2016

Influx social was a dashboard tool to help users boost their presence in instagram.

The main application consisted of a dashboard with tools to help visualize, organize and make actions on the instagram's accounts linked to it. I was in charge of all the front-end part of the application, communicating with the backend engine in order to get the responses from it back to the client, and display them visually using React-grid-layout and the D3.js library.

My responsibilities were:

- Create the initial projects needed (landing pages, signin/signup components, main application, email templates repository)
- Implement features using TypeScript, React and Redux
- Orchestrate API communication with the backend team using REST
- Unit tests, integration tests and CI/CD
- Attend refinement meetings, daily standups, demo meetings
- Work with the Design team about requested features
- Use ReactJS for the creation of the main application and other components
- State management using Redux, Redux Saga

Squad — Squad Inc

Squad is a brazilian startup having a set of web and native apps that help teams improve their presence in Social Networks
February 2015 - June 2017

Squad was a very ambitious project, dedicated to help teams and individuals (specially models) improve their presence in social networks, by leveraging tools, campaign strategies and mechanisms to achieve so.

I worked as the technical lead front-end developer for a team of 2 more front-end devs, 2 backend devs (Python), a design team and other SCRUM roles that were part of the team.

In this project, I worked on the setup of the repositories, the decision making of the tech stack used for the front-end team and the general architecture. Also, I worked on the mobile application for iOS and Android using React Native, and later on the native iOS app using Swift.

My responsibilities were:

- Create the initial projects needed (landing pages, signin/signup components, main application, email templates repository)
- Implement features using TypeScript, React and Redux
- Lead the development of the Front-end team
- Create the mobile application for iOS and Android using React Native
- Create the iOS App using Swift
- Attend refinement meetings, daily standups and demo meetings

Lovely (PegadaCerta) — Freelancer

Lovely was an online School for dating
June 2014 - August 2015

In this project, we wanted to develop an online school for dating that worked as a subscription based platform in which the users can pay a subscription in order to access premium videos, live coaches and other perks. We used ReactJS as the Javascript library/framework to develop all features used in the main application as well as the signin/signup components.

My responsibilities were:

- Create the initial projects needed (landing pages, signin/signup components, main application, email templates repository)
- Orchestrate API communication with the backend team using REST
- Unit tests, integration tests and CI/CD
- Provide feedback and results of the progress to the client and stakeholders
- Attend refinement meetings, daily standups, demo meetings

- Work with the Design team about requested features
- Use ReactJS for the creation of the main application and other components
- Use NodeJS for the signin/signup components (generating JWT tokens, keep user sessions alive, etc) * Create the iOS version using Swift

La Tiendecita — Freelancer

Restaurant website with custom CMS

April 2014 - June 2014

The “Tiendecita.co” was a freelance project I worked on for some local entrepreneurs in Colombia, the idea was to create a website for multiple restaurants with custom and easy to use CMS.

I worked on the architecture and setup of the project, mostly using HTML, CSS, Javascript and a basic CMS using Markdown files for generating the content of the pages.

My responsibilities were:

- Create the architecture and managing of pages using Grunt.js
- Create landing, product, history and contact pages
- Work on the CMS application using static content in markdown

Maker.me — Koombea

Social Network for product makers

February 2014 - April 2014

In this project, I worked for a couple of months, and was part of maintaining what was already there, also implementing some features requested by the client. Mostly, most of these features were done using Angular.js.

My responsibilities were:

- Maintain the legacy code with Angular.js
- Create unit tests and integration tests
- Attend refinement meetings, daily standups, demo meetings
- Work with the Design team about requested features

Rilo — Koombea

Content Management System and tool to create custom and dynamic websites

February 2013 - February 2014

Rilo was a project that helps users create websites with ease using “drag and drop” functionalities as well as other easy to use tools to quickly generate landing pages, pages with interactive components and similar.

In this project, I was in charge, with the help of another front-end engineer, of creating the initial setup and architecture for the front-end application. Also, I worked on the development of the application which we initially wanted to do using Backbone.js, but after some research in the field we decided to go with Angular.js, which was rapidly increasing in popularity in the industry and seemed a very good opportunity to introduce it in our projects.

We used GruntJS as the bundling tool for managing the assets (Javascript, images, video files, etc) and the creation of the multiple index.html pages in the application.

My responsibilities were:

- Create the front-end application with Angular.js
- Create the architecture and managing of pages using Grunt.js
- Participate on the decision of tech stack chosen
- Create unit tests and integration tests
- Attend refinement meetings, daily standups, demo meetings
- Work with the Design team about requested features

SlideTown — Koombea

SlideTown was one of the first presentation marketplaces in the world. We helped companies find the perfect presentations to tell more powerful and engaging stories!
November 2012 - December 2013

I was in charge of multiple components of the project. Firstly, I started working on the landing pages, where we needed to use the latest UI features of the time, such as Parallax Effect and custom slide transitions for the main banner of the page. Later, I was moved to also work on the application itself, and part of the login component. In these ones, we mainly used Backbone as the Javascript framework for keeping the views, controllers and models up to date. Also, JQuery was used when needed for more custom components needed like Dropdowns, Forms, etc.

My responsibilities were:

- Create landing pages using latest features of the time
- Work on the application using BackboneJS and jQuery
- Create unit tests and integration tests
- Attend refinement meetings, daily standups, demo meetings
- Work with the Design team about requested features
- Create email templates used for marketing and customer communication

Paymentez — Koombea

Platform that managed payments for mobile video games in South America
June 2012 - February 2013

This was my first ever project in the industry. I worked as a Junior front-end developer and was in charge of some of the landing pages used by Paymentez in Latam. Most of my responsibilities were to fix UI bugs presented in those pages, responsiveness of the website on Tablet/Mobile screens. Also, later in the project I was in charge of working on some components of the Admin dashboard related to the management of subscriptions. Here, I needed to use JQuery, Vanilla Javascript to handle the rendering and transition of the pages, as well as keeping the application state consistent throughout all of the screens.

My responsibilities were:

- Work on UI bug fixes
- Work on the responsiveness of the application on multiple devices
- Attend refinement meetings and daily standups
- Work with the Design team about requested features