

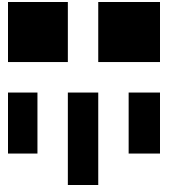
Nicolas Barrera

Front-End Developer

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Skills

HTML

Semantic
Accessible
JSX
SEO

CSS

Styled Components
SCSS
Responsive
Animations

JS

React
Redux
TypeScript
Functional

UX

IxD
Usability
Prototyping
IA

Having had several years of experience, I've occupied several roles in this industry as both contractor & employee. From crafting newsletters, static sites, CSS architecture for big portals, RWD audits, performance optimization, UX design, Design System building to setting code quality standards, mentoring younger developers, hiring management, managing small teams, creating company Front-End Guilds and giving company wide presentations of new features. I have a strong work ethic, develop a relationship of trust with my clients & colleagues and solve hard problems balancing quality, elegance and time constraints.

In terms of code I'm currently focusing on building Single Page Applications using React, Redux, TypeScript & CSSinJS; I'm not married to these technologies but prefer the Component, Composability and Functional approach of React and React-like frameworks. Would be glad to work with Elm, PureScript or ClojureScript too. [React Flow Diagram](https://github.com/DrummerHead/react-flow-diagram) is Open Source code you can review right now — <https://github.com/DrummerHead/react-flow-diagram> to gauge my code quality, code style, UX abilities, documentation skills and git workflow

Having good social skills and industry experience, my career naturally progressed towards leadership positions where I am responsible for quality and standards across different teams, acting as the authority on Front-End related subjects, crafting documentation, clearing doubts and guiding other developers to maximize their productivity and level of comfort. I'm also responsible for hiring, setting hiring standards, code challenges & interviewing Senior Front-End Developers that wish to join us.

Experience — 14 years

Lead Front–End Developer

Castor — <https://www.castoredc.com/>

React, TypeScript, UX, Mentoring, Hiring & Leadership

Jan 2020 · Present ·

Senior Front–End Engineer

Otravo — <https://www.otravo.com/>

ClojureScript, UX, CSS & Scrum Master

Jan 2019 · Jan 2020 · 1 year

Front–End Consultant

Various companies

HTML, CSS, JS, UX & Performance optimization for businesses and startups.

Aug 2013 · Jan 2019 · 5 years

Front–End Developer

Trailblazer — <http://trailblazer.to/>

OS React Component — <https://github.com/drummerhead/react-flow-diagram>, suite development, project management for diagramming focused project

May 2017 · May 2018 · 1 year

Content Creator, Video Editor, Application Designer & Front–End Developer

aprend.io — <https://web.archive.org/web/20200118205800/http://aprend.io:80/>

Content creation, Video edition, HTML, CSS, UX, JS & Ruby for aprend.io

Oct 2013 · Apr 2014 · 7 months

Application Designer & Front–End Developer

Neo — <https://web.archive.org/web/20130620194522/http://www.neo.com/>

HTML, CSS, UX, JS & Ruby for Neo's clients, building Ruby on Rails applications.

Sep 2012 · July 2013 · 11 months

Lead Designer & Front–End Developer

Cubox — <https://web.archive.org/web/20121130202046/http://cuboxlabs.com/>

HTML, CSS, JS & Ruby for Cubox's clients, building Ruby on Rails applications.

Dec 2010 · Sep 2012 · 1 year 10 months

Information Architect, Usability & Accessibility Consultant

OneTree — <http://onetree.com/>

Information Architecture for the Uruguay Ministries portal sites

Nov 2010 · Jan 2011 · 3 months

Site production lead, Designer

Takeoff Media — <http://www.takeoffmedia.com/>

HTML and CSS architecture and implementation for the DIRECTV portals of Latin America.

Jun 2009 · Nov 2010 · 1 year 6 months

Freelance Web Designer

Various companies

Visual Design, HTML and CSS. Static sites, Wordpress, CMS Templates, Mailings.

Mar 2007 · Jun 2009 · 2 years 4 months

Education

I have formal training in Graphic Design, Typography Design, Color Theory & Copywriting (*Licenciatura en Diseño Gráfico, ORT University Uruguay 2005–2008*)

But my main source of knowledge is continuous study and self improvement led by insatiable curiosity. I've read books, articles and followed the best people and projects in all things Front–End to keep my skills up to date; a process that will continue indefinitely.

Talks

Subject:
[Redux Basic Principles](#)
Meetup:
[React JS UY, Uruguay — 2017](#)

Subject:
[Material Design Lite](#)
Conference:
[GDG DevFest, Uruguay — 2015](#)
Slides:
[mcdlr.com/mdl](#)

Subject:
[Internet in 3D & CSS 3D Transforms](#)
Meetup:
[Front End MVD, Uruguay — 2015](#)

Subject:
[CSS Animations](#)
Meetup:
[JS MVD, Uruguay — 2015](#)
Slides:
[mcdlr.com/css-animations](#)

Subject:
[Material Design](#)
Meetup:
[Google Developers Group Uruguay, Uruguay — 2015](#)
Slides:
[mcdlr.com/material-design](#)

Subject:
[Modularizing your Front-End](#)
Conference:
[RubyConf Uruguay, Uruguay — 2014](#)
Slides:
[mcdlr.com/mfe](#)

Subject:
[3D on the Internet & CSS Transforms](#)
Conference:
[Behance Portfolio Reviews, Uruguay — 2013](#)

Subject:
[Responsive Web Design](#)
Conference:
[wroc_love.rb, Poland — 2012](#)
Slides:
[mcdlr.com/rwd](#)

Subject:
[Information Architecture](#)
Conference:
[BarCampUy, Uruguay — 2010](#)

Subject:
[Separation between Content, Presentation & Behavior](#)
Conference:
[RubyConf, Uruguay — 2010](#)