

Summary

I'm a Senior Front-End Engineer specializing in highly interactive, performance-driven digital experiences. I work at the intersection of creative and engineering, translating ambitious concepts into robust, well-structured applications. With nearly a decade of experience, I integrate seamlessly into production pipelines for animated, content-rich websites, immersive e-commerce, web-based games, and 3D experiences—often combining these disciplines when projects demand it.

Experience

STLFLIX — Sr. Frontend Engineer / 3D Software Engineer

JUNE 2025 — PRESENT

- Led the implementation of a scalable workflow for modular code using a monorepo structure, allowing for rapid weekly releases of new 3D configurators among team members while maintaining consistent quality standards.
- Cut development hiring costs by 50% by improving documentation, video onboarding, and abstracting core business logic into a CMS for quicker iteration. Additionally, mentored non-graphics programming developers, helping them overcome geometry and rendering challenges.
- Led R&D for AI-driven 3D asset generation, reducing customer churn by solving critical pain points through competitive analysis and technical innovation—including automated color model generation, geometry repair for slicer compatibility, and performance optimization via Rust-based processing to offload heavy browser computations

ProjectMark — Sr. Frontend Engineer

NOV 2023 — MAY 2024

- Owned refactoring and feature development for vanilla JavaScript PDF web design tool experiencing critical browser crash issues during complex layout operations.
- Engineered performance optimizations leveraging Chromium rendering pipeline knowledge: eliminated layout thrashing, implemented GPU acceleration, optimized garbage collection, and reduced mathematical operation complexity.
- Stabilized application performance across customer machines, preventing revenue loss from crash-related customer churn.

Active Theory — Mid. WebGL Developer

NOV 2020 — APR 2023

- Built creative projects spanning interactive games, marketing campaigns, and real-time virtual events with custom motion design and GLSL shader programming
- Maintained and enhanced proprietary frameworks and tooling to enable unique client visions beyond conventional web platform constraints
- Collaborated with creative teams to translate ambitious concepts into performant, browser-based experiences using in-house tools and vanilla web technologies

Leroy Merlin — Sr. Frontend Engineer

NOV 2019 — OCT 2020

- Maintained and expanded features for Leroy Merlin's e-commerce platform, enabling rapid implementation of new business initiatives
- Refactored legacy codebase and introduced comprehensive unit testing infrastructure to establish stable foundation for feature development

Accenture — Mid. Frontend Engineer

DEC 2018 — NOV 2019

- Delivered enterprise projects for tier-1 South American clients (Itaú Unibanco, Nextel) using React.js, React Native, and agile methodologies
- Led team in architecting and implementing web banking platform while maintaining React Native mobile application across concurrent client engagements
- Established engineering best practices including Jest unit testing, continuous delivery pipelines, and component-based architecture (styled-components/SCSS)

Enext (A VML Company) — Jr. Frontend Developer

NOV 2016 — NOV 2018

- Implemented e-commerce platforms using VTEX and Shopify for major South American brands including Diageo, Citroën, Tok&Stok, SKY, Furukawa, and SohoShop across automotive, spirits, retail, and telecommunications sectors

Technologies

JavaScript / TypeScript / WebAssembly / Rust
WebGL / Three.js / React / Next.js / Vue /
Nuxt.js / Headless CMS / Monorepo

Skills

Product Development, Computer Graphics,
Realtime Rendering, Software Development,
Performance Optimizations, UI Animations