Victor Chirino

Front-End Software Engineer

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Relevant Experience

Senior engineer @ Culture Amp

Jan 2019 - Aug 2022 // Remote - Melbourne

▷ Wrote modern, performant, and robust code for a diverse array of user stories for the web application.
▷ Released several user stories, developing the front-end and the back-end.
▷ Created a Slack bot using Ruby, connected with our application, and for sending messages to our customers.
▷ Developed and released a Chrome extension using Javascript that extended the web application functionality
▷ Collaborated with a fully distributed team in different time zones with success.

Software developer @ Zugata

Oct 2016 - Dec 2018 // Remote - California

▷ Worked as a solo iOS developer releasing several features to production.
▷ Worked with the design team to redesign the entire iOS application.
▷ Worked with back-end engineers to rewrite the entire API of the iOS application.
▷ Released full user stories for the web application and the iOS application using Typescript and the latest Swift version.
▷ Implemented new API features using Ruby on Rails and release them to production.

Software developer @ Toptal

Jan 2015 - Present // Remote

▷ Joined an exclusive network of freelance developers after a hard interview process including in-depth skill review and live screening.
▷ Worked for several clients as an iOS developer.
▷ idobi: Created the idobi radio iOS app from scratch. Implemented full UI/UX. Worked with full REST API. Handled high-quality radio/podcast streaming. Built an iMessage extension. Released the iOS application to the App store.
▷ Stride labs: Created the iOS application from scratch and released it to the App Store. Support preview and download different types of files from different clouds like Dropbox, Google Drive, and Box.

Software developer @ TictApps

Feb 2012 - Feb 2016 // Buenos Aires, Argentina

▷ Built several iOS applications for different clients. I Released a bunch of them to the App Store.
▷ Trained juniors iOS developers for a couple of months every year until they were available to work in production.
▷ Worked as team leader and product owner on different projects. Organized and hosted different meetings like dailies, demos, sprint planning, and retros.

Skills

Programming Languages
Swift, Objective-C, Javascript, Typescript, HTML, CSS/Sass, Python, Ruby, Solidity, GraphQL.

Libraries & Frameworks
Node.js, Express, React, React-Native, UIKit, Redux, SwiftUI, Rails, Arel, NextJS, Hardhat, CoreData

Tools & Platforms
Git, Vercel, Webpack, Xcode, VSCode, vim, Firebase, Fastlane, Jira

Design
Photoshop, Lightroom, Illustrator, Figma, Sketch, InVision

Education

UTN (Universidad Tecnológica Nacional)
2009 - 2015 // BA, Argentina

Bachelor's degree in Information system engineering

Projects

Monkey Island bot
Twitter bot written in python that posts random quotes of Monkey Island's main character, Guybrush Threepwood, and screenshots of the game. @guybrush_quotes

MI theme for VSCode
VSCode color theme extension. https://monkey-island-extension-site.vercel.app

Magic The Gathering iOS
iOS app that display random card each day.

Interests

Football, music, guitar, traveling, photography, diving, Magic the gathering cards game.