# René Esteves

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## EXPERIENCE

**Spoonflower,** Durham, NC *(remote)*

### Senior Software Engineer

AUG 2022 - PRESENT

- Prototyped Next.js caching strategies for Product Detail Pages (PDPs), and negotiated with Netlify to support on-demand Incremental Static Regeneration (ISR) on their platform.
- Collaborated with contractors setting up Commercetools integrations for the Cart / Checkout application in Next.js, with heavy use of Chakra UI, and React Query
- Developed the theme for Chakra UI components across the app.
- Created and led a standing Dev Sync meeting for knowledge sharing and discussion.
- Heavily involved in developing multiple pages, such as Cart, Shipping, Billing, Review, and Order Confirmation.
- Integrated Braintree credit card form validation for the Billing page.
- Added observability to the application, including a New Relic dashboard and a custom Slack integration to ping us in the event of some particularly nasty errors.
- Created multiple API routes in Next.js for things like:
    - Validating the salability of any given design based on Spoonflower business logic
    - Validating the salability of a product based on Commercetools data
    - Updating User Preferences (Country, Currency, Locale, etc.)
- Created multiple GraphQL resolvers for use in the previously mentioned API routes.
- Refactored the payment capture endpoint and set up an Amazon SQS Lambda to do post-payment processing in orders to reduce errors to nearly 1%!

**PowerDMS,** Orlando, FL

### Team Lead

NOV 2020 - FEB 2022

- Led a team of 4 engineers.
- Responsible for planning / executing features for the Policy module, with user experience, quality architecture, and developer experience in mind.
- Collaborated with other team leads, and our lead architect, in developing guidelines for team autonomy in a new micro frontend architecture.
- Led the effort in creating the company's first micro frontend (using single-spa). This included collaborating with Ops in creating independent deployment pipelines to support autonomous teams.
- Iterated on strategies to improve team project planning, reducing unknowns during development.
- Performed individual contributor duties, in addition to all other responsibilities.
- Team lead duties came to an end when teams were restructured.
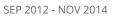
### Software Engineer

DEC 2014 - NOV 2020, FEB 2022 - AUG 2022

- Played a large role in setting up Crowdin integration for translations.
- Wrote various cross-browser compatible features and small apps in a multitude of frameworks, including React w/ Redux, Angular w/ Apollo GraphQL, AngularJS, and ASP.NET Web Forms.
- Wrote numerous unit and integration tests in various frameworks, including Jasmine and Karma for AngularJS tests, Jest for React (Enzyme, *then* React Testing Library), and NUnit (Selenium) for e2e automation tests. Didn't even cry about it... much...
- Attended various company functions as their lovable mascot, [Penn](#). If you've ever seen a dude in a polar bear costume at the IOA Corporate 5K, that was me!

## TravelClick, Orlando, FL

### Front-end Developer

SEP 2012 - NOV 2014

- Played a large role in the redesign of the UI, collaborating with multiple product leads.
- Wrote various cross-browser compatible features in a combination of HTML5 and jQuery, and, later, AngularJS.
- Implemented the SASS preprocessor for all of the app's CSS.
- Wrote numerous unit tests in QUnit.

## Avectra *(now Abila)*, Maitland, FL

### Front-end Developer

SEP 2008 - JUL 2012

- Designed and developed numerous Drupal sites, including the official SEMA site *([at the time](#))* and [Florida Drupalcamp 2012](#). This involved getting waist-deep in PHP, jQuery, and CSS. In rare cases, even eCommerce solutions.
- Developed features for the MemberFuse platform, involving mainly jQuery, CSS, and a bit of PHP.

### SKILLS

- Languages: TypeScript, JavaScript, GraphQL, C#, SQL, PHP
- Workflow: Jira, Azure Boards, LeanKit, Trello
- Libraries/Frameworks: React, Redux, AngularJS, Angular 2.0+, Apollo, single-spa, socket.io, lodash, and *yes, even jQuery!*
- Testing Frameworks: Jest (Enzyme and React Testing Library) , Karma/Jasmine, NUnit (Selenium), QUnit
- Styling: Less/Sass, CSS-in-JS
- Bilingual (English/Spanish)

**MISC.**

## Untitled Fighting Game — *https://robobeau.itch.io/untitled-playdate-game*

I'm making a fighting game for the Playdate! It's gonna take a while!

## Job Interview Story — *http://jis.robobeau.com*

As a fun exercise, I started building an RPG engine entirely in JavaScript, HTML, and CSS. Instead of using Canvas, I opted to do it entirely in the DOM, because *why not* make it needlessly more difficult than it needed to be?