Railly Hugo

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WHO ARE YOU HIRING?

Experienced Software Engineer with ~4 years of professional UI Development experience, specialized in React and TypeScript. A passionate Individual Contributor (IC) driven by developing open-source software. Known for building UIs from conception to delivery, emphasizing 'People over Processes' through collaboration, empathy, and adaptability. Open to feedback, I continuously seek growth and refinement.

WORK EXPERIENCE

Globant - Disney Insights Engineering | Streaming | B2B January 2024 - Present SSR Full Stack Developer [Remote First]

- Planned, designed, developed end-to-end solutions using React, TypeScript, TailwindCSS, GraphQL and Ruby on Rails at a fast pace to meet stakeholders' needs.
- Developed a full-stack feature to keep the Support Center Team updated on new ServiceNow incidents, problems, and tasks, increasing my visibility and contributions within the team.
- Proposed and implemented a fully-featured TanStack Table as an alternative to the unavailable ag-grid
 enterprise version, enhancing user experience across the codebase with responsive design and card
 conversion using pure CSS.
- Discussed and proposed proactively the creation of new experiences to maintain our user base informed about new deployment changes.
- Authored wikis for newly developed components, providing usage examples of increasing complexity to facilitate understanding and adoption.

PCI Energy Solutions | Energy Industry | B2B January 2023 – February 2024 Associate Software UI Developer [Hybrid: 2 Remote / 3 In-Person]

- Collaborated with international teams to design and develop UI for web applications using React,
 TypeScript, and AG-Grid, using @pci/kube-ui library.
- Developed a type-safe Axios client within @pci/kube-auth package, by utilizing the OpenAPI specification to streamline the UI teams' workflow.
- Initiated and developed an isolated contract-testing environment using Playwright Mock API, aligning Backend and UI systems.
- Took ownership of code refactorization, new feature additions, and presented innovative ideas, sharing knowledge across subdivisions within the company.
- Utilized Al-assisted tools to perform extensive code refactoring, aligning with best practices and enhancing overall code quality.

- Designed and developed medium to large-sized UI features using React, TypeScript, and Styled Components.
- Revamped development workflow, enhancing documentation, testing, commit messages, pull requests structure, and integrating new libraries.
- Built and open-sourced @idbi/components, a TypeScript NPM package that improved communication between designers and developers, complete with a deployed Storybook instance available at https://storybook.idbi.pe.
- Created and took ownership of the SSO authentication UI, enabling session continuity across the company's digital domain.
- Transitioned global state management to Redux, reducing technical debt and enhancing system scalability.

Contract Frontend Developer [Fully Remote]

- Collaborated with users to design the UX/UI of the entire application, creating over 30 Figma screens.
- Built a 7-module educational management system encompassing administrator, professor, reports, supervisor, academic management, and enrollment features. Utilized Next.js, TailwindCSS, and JavaScript.
- Delivered daily feature updates through agile workflows, effectively adapting to continuous feedback from the product owner.
- Launched the system in a record time of 4 months, working 8-hour days, Monday to Sunday.
- Led the system's presentation and justification to the entire company, earning final approval and demonstrating strong advocacy for design and development choices.

Central Library 'Pedro Zulen' | Library Services | B2C Web Developer Intern [Fully Remote]

June 2021 - December 2021

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- Managed and maintained the central library's website, utilizing PHP, JavaScript and Google Analytics.
- Crafted the design of <u>Figma screens</u> for dashboards and developed <u>https://ac19p.unmsm.edu.pe</u>, a
 Next.js application to spotlight the University of San Marcos' history during the COVID-19 impact.
- Actively ensured continuous updates of calendar events and image uploads, for new events and books.
- Conducted regular database updates using PHPMyAdmin, contributing to the site's overall functionality and user experience.

OPEN-SOURCE PROJECTS

- One Hunter Theme: Designed and built a VS Code Theme inspired by Vercel Theme and One Dark Pro, crafted with precision in TypeScript. [20k Installs, 285 Stars, 8 Forks, 2022]
- <u>Shadcn/ui Customizer</u>: I extended the theme customizer of shadcn-ui library by integrating color pickers to generate and export tailored color palettes in CSS.
 - [1.5k users/week, 134 Stars, 13 Forks, 2023]
- Spotigen: Open-sourced a ChatGPT Plugin integrated with Spotify APi to generate playlists based on prompts. Created with Python and FastAPI. [39 Stars, 3 Forks, 2023]

PROGRAMMING LANGUAGES & TOOLS

JavaScript, TypeScript; Python; Golang; Node.js; React; Next.js; Redux; TailwindCSS; PostgreSQL; FastAPI; Docker; Styled Components; Playwright; Jest; Turborepo; React Testing Library; Supabase; Vercel Platform; GitLab; GitHub; Xata; Inngest; GraphQL; Turso; Vercel Al SDK; Upstash, Redis; Resend

EDUCATION

<u>Bachelor's Degree in Software Engineering</u> (Completed)
 National University of San Marcos - Lima, PE

14.88 / 20.0

April 2018 - July 2023

Master's Degree in Artificial Intelligence (In Progress)

International University of La Rioja - México

November 2023 - July 2025

LANGUAGES

Spanish: Native

English: Upper Intermediate