

Benjamin Eyzaguirre Full Stack Developer

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👤 Profile

Full Stack Developer with 8+ years of experience in software development and proficient in DevOps. Loves leveraging TypeScript's type system, pushing JavaScript to its limits and toying with Python. Comfortable working with fast paced and deadline-oriented organizations.

🧠 Skills

React	● ● ● ● ●	JavaScript	● ● ● ● ●
TypeScript	● ● ● ● ●	Python / Django	● ● ● ● ●
SQL	● ● ● ● ●	Ruby on Rails	● ● ● ● ●

📁 Professional Experience

Independent Software Developer, Self Employed 03/2022 – present

- Conceptualized and engineered prototypes and Minimum Viable Products, establishing a solid and scalable foundation for further development.
- Currently making contributions to the open-source community.
- Embarked on various personal development ventures using latest technologies.

Full Stack Developer, Able 03/2019 – 03/2022

- Essential individual contributor in several critical projects both greenfield and legacy.
- Conducted plentiful pair programming interviews as a decisive member of the hiring committee.
- Supported students at the company bootcamp. Formed mentor-like relationships with juniors.

Trial JavaScript Engineer, Automattic 06/2018 – 10/2018

- Made several open source contributions to WordPress' Gutenberg editor which is used by millions.
- Proactively assisted in support tickets and GitHub issues.
- Proposed and developed alternatives to long standing feature requests.

Software Engineer, Magia Digital 08/2015 – 10/2018

- Lead a team through the design, development and implementation of custom software apps.
- Established communication with the clients whenever needed to either address any concern or further extract user requirements.

📁 Projects

ParkerICI, Research platform for cancer immunotherapy

- Successfully improved loading times and overall performance by migrating from a Ruby on Rails monolith to a React based Single Page Application using RoR only as a Rest API.
- Considerably reduced bug resolution time by quickly implementing robust solutions.
- The platform has helped several scientists make considerable progress towards cancer treatment.

Gutenberg Editor, WordPress block based editor

- Worked collaboratively with the open-source community to propose new features and improvements to the editor, contributing to the project's overall growth and success

- Utilized React, Redux, and SASS to build and enhance the functionality of multiple Media Blocks within the editor.

Metrics Dashboard, *Internal project performance analytics*

- Displayed decision-making information in a friendly way through a centralized dashboard.
- Automatically fetched and processed data from multiple internal data sources and external APIs
- Provided key information through charts and graphs, helping measure performance and efficiency.

UpTogether, *Invest in historically undervalued communities*

- Quickly developed critical forms and tools, improving staff efficiency and developer experience.
- Improved performance and loading times on the GraphQL endpoint by addressing n+1 queries.

Baseline, *Reusable Component Library*

- Collaborated to create a TypeScript based component library shared across all company projects.
- Provided code reviews to ensure the library was optimized for performance and usability.
- The usage of Baseline Library helped our whole company kick off new projects much faster.

Visual Novel App, *Easy Visual Novel creation and sharing* [↗](#)

- Web based Visual Novel platform made with React, TypeScript and a Django REST backend.
- Designed a robust data model and feature rich UI's, providing the users with a pleasant experience.

Others

- Hobbyist game developer
- Enthusiastic chess player
- 120 WPM typing speed

Languages

- English - C2
- Spanish - C2
- German - B1