

Rodrigo Samayoa

Frontend Software Engineer | React, Next.js, TypeScript

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PROFESSIONAL SUMMARY

Frontend Software Engineer with 6+ years of experience building production web and mobile applications using React, Next.js, and TypeScript. Experienced in developing complex, data-driven interfaces, real-time features, and scalable frontend architectures. Collaborates closely with design, backend, QA, and data teams, with additional full-stack experience using Node.js, Python/FastAPI, and PostgreSQL.

TECHNICAL SKILLS

Frontend: React, Next.js, TypeScript, JavaScript, Redux, React Native, Expo, React Flow, Tailwind CSS, CSS Modules, styled-components, HTML, CSS, Sass

Testing: Jest, Vitest, React Testing Library, Cypress

Backend & Data: Node.js, NestJS, Python, FastAPI, PostgreSQL, Supabase, Firebase, MySQL, Redis, PHP, REST APIs

Tools & Platforms: Git, GitHub, Vercel, Cloudflare, Sentry, Postman, Jira, Figma

AI Development Tools: Codex, ChatGPT

PROFESSIONAL EXPERIENCE

PopAuction

Lead Full-Stack Engineer | Barcelona, Spain (Hybrid) | Feb 2024 - Present | Freelance, employee since May 2026

Real-time auction platform | 2,000+ registered users | 54 live auctions | 226 paid articles

- Built the real-time bidding experience (live bids, countdowns, synchronized auction state) on Supabase Realtime, with server-side validation and PostgreSQL row-level locking keeping state consistent across simultaneous bidders.
- Owned frontend architecture and feature development across the auction platform, collaborating with another engineer and reviewing pull requests to maintain code quality.
- Expanded the platform to mobile with React Native and Expo, reusing existing backend services and implementing in-app and push notifications.
- Built admin and auctioneer tools, including a multi-stage auction approval workflow with article-level reviews, change requests and automated publishing.
- Designed the PostgreSQL schema, transactional payment and settlement functions, and event-driven notifications (database webhooks, Next.js API routes) behind the product.

OrbitMI

Frontend Software Engineer | Barcelona, Spain (Remote) | Aug 2025 - Mar 2026 | Paid internship

- Rebuilt the vessel-routing application originally developed at Stena Bulk from scratch using React, integrating it as a microfrontend into OrbitMI's main SaaS platform while following its design system and engineering requirements.
- Built interactive vessel-routing visualizations with React, TypeScript and React Flow, supporting graphs of approximately 100-200 nodes with expandable clustering, multiple visualization modes and node-specific simulations.
- Designed and implemented shared state management using multiple React Context providers to coordinate data and interactions across components.
- Worked with backend, design and QA teams to define API requirements, implement Figma designs and validate features in two-week Agile sprints tracked in Jira.

Stena Bulk

Full-Stack Software Engineer | Barcelona, Spain (Remote) | Feb 2025 - Jul 2025 | Paid internship

- Built the initial version of a vessel-routing visualization application from scratch, collaborating with two data scientists and taking ownership of technical implementation decisions.
- Developed the interactive frontend with Next.js, React, TypeScript and React Flow, transforming complex routing data into graph-based visualizations.
- Supported it with a Python/FastAPI API and the data flow that turns analytical outputs into application-ready structures.
- Collaborated with business stakeholders through weekly demos and planning meetings to gather requirements, review progress and prioritize features.

Uwii

Full-Stack Developer | Guatemala City, Guatemala (Remote) | Jun 2020 - Nov 2022 | Freelance

- Built a real estate platform across web and mobile in a two-developer team, making architectural decisions and working directly with the client to define requirements and deliver features.
- Developed the web application with React and Redux, including property discovery and listing management for real estate agents.
- Built the mobile application with React Native and Expo, integrating Firebase for data storage and management.

SERVIR MS

Software Developer | Guatemala City, Guatemala (Hybrid) | Feb 2020 - Jul 2022 | Part-time

- Developed and maintained production HR and ERP applications using Ember.js, JavaScript, PHP, and MySQL.
- Collaborated with frontend, backend, and QA team members in a Scrum environment, participating in daily standups and managing development tasks through Asana.
- Built frontend features and backend endpoints based on client requirements, incorporating feedback gathered through direct client meetings.

EDUCATION

Harbour.Space

Master's in Frontend Development | Barcelona, Spain | Jan 2024 - Sep 2025

UPC School, Universitat Politècnica de Catalunya

Master's in Advanced Programming for AAA Video Games | Barcelona, Spain | Oct 2022 - Nov 2023

Universidad del Valle de Guatemala

Bachelor's in Computer Science | Guatemala City, Guatemala | Jan 2017 - Nov 2021

LANGUAGES

Spanish (native) | English (C1)