

Rodrigo Samayoa

Software Engineer | Full-Stack (React, Next.js, Node, Python, PostgreSQL)

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PROFESSIONAL SUMMARY

Full-stack software engineer with 6+ years of experience across freelance, part-time and full-time roles, building production web and mobile apps. Strong frontend foundation in React, Next.js and TypeScript, plus backend work in Node.js, Python/FastAPI and PostgreSQL. Experienced in real-time systems, data-heavy interfaces and end-to-end delivery with product, design, QA and data teams.

TECHNICAL SKILLS

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

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

Testing: Jest, Vitest, React Testing Library, Cypress

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

- Responsible for the architecture and end-to-end development of the platform, making technical decisions and reviewing pull requests within a two-developer team for 1.5 years; now independently responsible for its ongoing development and maintenance.
- Engineered the real-time bidding system with Supabase Realtime, server-side validation and PostgreSQL row-level locking, keeping auction state consistent across simultaneous bidders.
- Built the payments and settlement flow (commissions, VAT, shipping, discounts and refunds) as transactional PostgreSQL functions.
- Designed and implemented a multi-stage auction approval workflow with article-level reviews, change requests and automated publishing based on approval status.
- Designed and evolved the PostgreSQL database architecture, implementing event-driven notification workflows with database webhooks and Next.js API routes.
- Expanded the platform to mobile with React Native and Expo, reusing existing backend services and implementing in-app and push notifications.

OrbitMI

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

- Built interactive vessel-routing visualizations with React, TypeScript, and React Flow, supporting graphs of approximately 100–200 nodes with expandable route exploration.
- Implemented expandable node clustering and multiple visualization modes, with node-specific interactions and simulation capabilities based on route and node types.
- Designed and implemented shared state management using multiple React Context providers to coordinate data and interactions across components.
- Rebuilt from scratch, as a React frontend, the vessel-routing application first started at Stena Bulk, integrated as a microfrontend into OrbitMI's main SaaS platform and following its design system and engineering requirements.
- 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.
- Built the backend API with Python and FastAPI, exposing data-analysis functionality through endpoints consumed by the frontend.
- Designed the data flow between the analysis layer and frontend, processing analytical outputs into application-ready data 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)