



CONTACT

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- Barcelona, Spain
- [Personal Web](#)
- [LinkedIn](#)
- [Github](#)

LANGUAGES

SPANISH · NATIVE
ENGLISH · PROFESSIONAL

TECHNOLOGIES

FRONTEND
REACT, NEXT.JS, TYPESCRIPT, JAVASCRIPT,
TAILWIND CSS, HTML, CSS, SASS

BACKEND & DATA
NODE.JS, SUPABASE (POSTGRESQL), REST
APIS, REDIS, PYTHON, PHP,

MOBILE
REACT NATIVE, EXPO

PLATFORMS & TOOLS
VERCEL, GIT, GITHUB, SENTRY, STRIPE,
REDSYS, POSTMAN, JIRA, FIGMA, SCRUM

Rodrigo Samayoa

Frontend Software Engineer

Frontend Software Engineer with 5+ years of experience building production web and mobile products. Specialized in React, Next.js and TypeScript, with hands-on experience across backend services, databases and real-time systems.

EXPERIENCE

POPAUCTION

Lead Full-Stack Engineer

2024 - Present

Barcelona, Spain (Hybrid)

Real-time auction and marketplace platform for buying and selling luxury items.

- Built and continue to maintain the platform using Next.js, TypeScript, Tailwind CSS, Supabase (PostgreSQL), and React Native (Expo).
- Developed real-time auction workflows including live bidding, countdowns, automatic bidding, and synchronized auction state.
- Designed and implemented complex database schemas, RLS policies, and server actions.
- Built payment flows with Redsys, including commissions, taxes, refunds, and marketplace payouts.
- Developed the mobile application using the existing backend architecture and business logic.
- Managed deployment and infrastructure with Vercel and Cloudflare, with production monitoring and error tracking through Sentry.

ORBITMI

Frontend Software Engineer

2025 - 2026

Barcelona, Spain (Remote)

Maritime technology platform focused on route visualization, operational analysis and complex graph-based interactions.

- Built interactive graph-based interfaces and reusable React components for operational workflows.
- Developed route-visualization and data-intensive interfaces while collaborating closely with product and engineering teams.

STENA BULK

Frontend Software Engineer

2025

Barcelona, Spain (Remote)

Internal maritime route-visualization tooling used to explore and understand logistics data.

- Developed map-based maritime route interfaces and transformed backend data into interactive visual experiences.

UWII

Lead Full-Stack Engineer

2020 - 2022

Guatemala, Guatemala (Remote)

Web and mobile marketplace for buying, selling and renting real estate in Guatemala.

- Built the web application with React and the mobile experience with React Native/Expo.
- Built property-listing workflows that allowed users to create and manage real-estate listings through structured forms and a dedicated dashboard.

SERVIR

Software Developer

2020 - 2022

Guatemala, Guatemala (Hybrid)

Enterprise ERP and human-resources management software.

- Developed and maintained enterprise applications and implemented frontend/backend functionality from requirements.
- Worked with MySQL data, existing production systems and cross-functional stakeholders.

EDUCATION

HARBOUR.SPACE

Master's in Frontend Development

Jan 2024 - Sep 2025

Barcelona, Spain

UPC SCHOOL

Master's in Advanced Programming for AAA Video Games

Oct 2022 - Nov 2023

Barcelona, Spain

UNIVERSIDAD DEL VALLE DE GUATEMALA

Bachelor's in Computer Science

Jan 2017 - Nov 2021

Guatemala, Guatemala