



# Colin Bellino

Web front-end engineer (freelance)

## Contact

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JavaScript / TypeScript

HTML

CSS / SASS

WebGL / WebGPU

Progressive Web Applications (PWAs)

React

Vue

HTMX

Svelte

GraphQL

PostgreSQL

AWS / GCP

Node / Bun

Go

C / C++

Odin / JAI

Unit Testing

Software Testing

Performance Tuning

Mockups & prototypes

Languages

Français (Native Speaker)

English (Bilingual)

## Summary

Hi I'm Colin, passionate engineer and all around nerd. I that fell in love with designing and building cool things. Web engineer by day and game developer by night.

## Experience

Freelance engineer (web & games)

05/2020 - Present

Working as contractor on client web projects, mostly front-end but also back-end/cloud and performance/profiling. Also tinkering with systems engineering and creating video games in my spare time.

01/2023 - 10/2023

Front-end engineer (Precogs)

Development of new applications and maintain legacy ones with an existing team I joined. I implemented performance improvements and provided advice to simplify the architecture of the projects. I worked mainly as a front-end engineer in an existing team, creating the new version of their marketplace application (front-end and some back-end). I was also consulted on UX improvements (mainly UI and performance) and overall code architecture.

Workflow: I interacted with the product team and gave early feedback on the new mockups, integrated those into UI code (TS + Vue), and worked with the back-end team to connect the data coming from AWS (or handled it myself when necessary).

- Front-end: Vue, TypeScript, GraphQL, Unit and E2E tests, performance profiling and optimisations

- Back-end: Node, AWS, PostgreSQL, profiling, architecture.

09/2018 - 03/2020

Lead engineer & architect (Hubside)

Development and architecture of MyPhotos, a Progressive Web App designed to centralise all your photos in one place and easily/safely share them online.

I was involved in the project from first line of code to the MVP release, we worked hand in hand with the product owner, designers and engineers to create something we could be proud of.

A lot of work went into the app's architecture to ensure it runs and scales smoothly on Google Cloud Platform (GCP) and is easy to maintain. The back-end revolves around a GraphQL schema that is shared with the front-end and the iOS app to facilitate communication.

The front-end is a React app written in TypeScript that uses Apollo to manage data and caching. Components were written in Storybook by following the Atomic Design guidelines as much as possible.

06/2017 - 08/2018

Front-end engineer (Renault)

Development of a large Single Page Application (SPA) at Renault Digital (team Bi-BOP).

I created UI components, implemented the logic to connect them to the back-end (a JSON API that we also developed), and discussed potential UX problems with the team, among other tasks.

I was mainly working on the front-end but involved in most technical decisions with the other developers, conducted code reviews, ensured code quality control, and made multiple improvements to our tooling to prevent regressions and enhance the quality of our front-end. I also trained new engineers and transferred knowledge to the new team that would continue the project.

12/2014 - 05/2017

Front-end engineer (Team Back Office)

Design and development of new UI features on a large data-driven web app.

Led the migration of our stack from AngularJS/CoffeeScript to React/ES2015+ and rewrote/optimised our front-end build tasks.

10/2010 - 12/2014

Full-stack engineer (Pixel Cookers)

Development of a large number of sites and web apps of varying sizes with the team. Towards the end of my time at Pixel Cookers, I was responsible for training new programmers, sharing the skills I acquired during my tenure.