



# Colin Bellino

Web & games engineer

## 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

Passionate engineer and all around nerd in love with designing and creating cool projects. I'm a web programmer by day and game developer by night.

## Experience

Front-end engineer (Secret client :o)

2025

Development of a synchronisation engine between the front-end and the back-end. The system is the central data layer for the application and in charge of caching json response in the client and returning those data when the app is offline and handling optimistic UI updates in a performant way.  
Tech used: Vue3, TypeScript, IndexedDB, Service Workers.

Engine & game programming (Self-Employed)

2023 - 2025

Creation of a game engine from scratch (renderer, audio, animation, UI, assets pipeline, etc) and of multiple small video games using said tools. I also streamed the progress on Twitch on a semi-regular basis.

Front-end engineer (Precogs)

2023

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.

Lead engineer & architect (Hubside)

2018 - 2020

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.

Front-end engineer (Renault, Team Bi-BOP)

2017 - 2018

Development of a large Single Page Application at Renault Digital. 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.

Front-end engineer (Team Back Office)

2014 - 2017

Design and developement 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.

Full-stack engineer (Pixel Cookers)

2010 - 2014

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.