

SANTIAGO MANSILLA LABBÉ

SENIOR SOFTWARE ENGINEER

8+ years of experience as a Fullstack Engineer, with a strong focus on frontend development. Committed to helping companies develop projects and elevate them to the next level, prioritizing teamwork to achieve goals. Passionate about developing applications using PHP and TypeScript, as well as embracing technological advancements and exploring new tools.

MOST RELEVANT WORK EXPERIENCE

Senior Software Engineer at Sesame HR

August 2024 - Present [Valencia, Spain - Remote] [Fintech & RRHH, Saas]

RESPONSIBILITIES

- Contribute to the migration of the frontend stack from Vue 2 to Vue 3, ensuring a smooth transition while adopting modern patterns such as the Composition API, Pinia, and TypeScript.
- Develop and maintain backend functionalities using Domain-Driven Design (DDD) and SOLID principles to enhance maintainability and scalability.
- Contribute to the expense management and flexible retribution features by integrating SWAN, improving financial operations for users.
- Enhance plan management and billing automation by optimizing Chargebee's module permissions, ensuring granular access control and a better user experience.
- Mentor and support frontend developers in adopting TypeScript, SOLID principles, and Clean Architecture, fostering best practices within the team.
- Drive the adoption of AI-powered development tools such as GitHub Copilot, Supermaven, Cursor IDE, and CodeRabbit, boosting developer efficiency and code quality.
- Architect and develop an OCR-based document processing service using Flask, LangChain, and the OpenAI API, improving document automation capabilities.
- Work across multiple verticals, tackling complex platform features, including an interactive document creator, document management system, and employee salary management tools.

ACCOMPLISHMENTS

- Successfully migrated the entire finance vertical (Salary Advance, Flexible Retribution, and Expense Management) to Vue 3, following best practices and modern architectural patterns to enhance maintainability and performance.
- Refactored the state management system, replacing custom storage with Pinia, leading to a 40% reduction in state-related bugs and improving maintainability.
- Standardized the provide/inject pattern in Vue 3 as a centralized method for managing context stores, eliminating prop drilling and reducing unnecessary state resets in simple component hierarchies.
- Designed and implemented a system to distribute free virtual and physical cards to flexible retribution users, increasing adoption and engagement with the feature.
- Developed an OCR-based expense processing system, reducing manual input time and improving homologation data accuracy.
- Mentored finance frontend developers in TypeScript, Clean Architecture and testing, improving code review efficiency and reducing technical debt.
- Built a custom template generator using TIPTAP, enabling the creation of dynamic, customizable employee documents with a seamless editing experience.

- Led critical refactors of core platform components, optimizing key areas such as document management, bulk employee data import, and payment modules, resulting in a more efficient and user-friendly experience.

Senior Software Engineer & Tech Lead at Corporalabs

September 2022 - August 2024 [Madrid, Spain - Remote] [Digital showroom, eCommerce]

RESPONSIBILITIES

- Creation of two projects from scratch following best practices (SOLID and Clean Architecture).
- Integration of Docker in both ongoing projects and legacy projects within the company.
- Leadership of a 5-person team to execute these projects.
- Definition of both backend and frontend architecture, focusing on clean code and SOLID principles.
- Encouraged developers to make regular production deployments, making our delivery process smoother and advocating for automated testing.
- Assisting other teams in troubleshooting their tasks.
- Building a product recommender using OpenAI embeddings within a vector-based paradigm.
- Interviewing Fullstacks developers to expand our team.

KEY ACCOMPLISHMENTS

- Developed two projects from the ground up, following industry best practices. We achieved this by incorporating unit and end-to-end testing, as well as adhering to clean architectures and SOLID principles.
- Developed frontend features following Clean Code principles, leveraging Vue3, Pinia, Scss, Typescript, Composables, Tailwind, Storybook, Vitest, and Atomic Design.
- Backend development with Symfony. These projects have been implemented following Clean Architecture and using PostgreSQL, Redis, Swagger, PHPUnit.
- Implement a Flask project using the OpenAI API to build a product recommender for Pepe Jeans.
- Provided support to other teams, contributing to the resolution of issues in their projects, and improving compliance with delivery deadlines.
- Developed a full-stack project to simulate a digital showroom for brands like Pepe Jeans and El Pulpo.

Software Engineer & Team Lead at Horizm

February 2019 - September 2022 [Alicante, Spain - Remote] [Digital Audience analysis, SaaS]

RESPONSIBILITIES

- Tool development and maintenance for Big Data Analysis.
- Leading the development team of one of the products made up of 6 people.
- Digitalocean server configuration.
- Configure Github Actions to implement continuous integration.
- Developing and supervising new Frontend features.
- Building Docker containers for frontend applications.

KEY ACCOMPLISHMENTS

- I've been part of a team of 3 developers building prototypes to carry out a startup until reaching +15 developers in 2 years.
- Frontend migration from PHP templates and jQuery to clean VUE 2 consuming an Internal API.
- Building backend architecture to implement an API Rest [Following MVC architecture]. Finally, we migrated this backend to DDD.
- Views layout with VUE2 [HTML, Bootstrap 4 / Vuetify, Typescript, SCSS].

- Cache improvements using REDIS.
- Sockets implementation for asynchronous client interactions [Backend and Frontend sides].
- Web Scraping development with Selenium and Chromedriver [PHP]. Later it has been migrated to Playwright [Node, Javascript Technology] hosted on Lambda functions.
- Storybook implementation for every core component in the frontend.
- E2E Testing development for core use cases.
- Unit Testing development for core functions.

Software Engineer at Hello Prêt

July 2018 - December 2018 [Paris, France - Remote] [Digital Mortgage Broker, SaaS]

RESPONSIBILITIES

- Front-end migration from PHP templates and jQuery to clean Vue2 consuming an Internal API for SaaS products.
- Building backend architecture to implement an API Rest [Following MVC architecture].
- View layout with VUE2 [HTML, Bootstrap 4, Vanilla JS].
- WordPress development [Blog and quizzes].

KEY ACCOMPLISHMENTS

- Maintaining and fixing jQuery and PHP [Laravel] legacy code.
- Personal document validation via external APIs.
- Unit Testing development for core functions.
- Working with date and timezone technologies.
- WordPress API integration on VUE 2 Project.
- WordPress Plugin integration and internal development.
- Programming CRONS for daily processes.

Frontend Engineer at DynamicBrain

September 2016 - July 2018 [Alicante, Spain] [Digital Marketing, Agency]

RESPONSIBILITIES

- The frontend team leader of +5 developers.
- Continuous communication with the Backend team and CTO.
- Continuous communication with the Marketing team to define features.
- Continuous communication with the Art team.
- Analyze and schedule Frontend tasks.
- Implement backend functionality to support the team [Symfony].

KEY ACCOMPLISHMENTS

- Deep learning of basic Frontend technologies such as HTML, jQuery, and CSS3.
- Deep learning of basic Backend technologies such as PHP and MySQL.
- Dive into Frontend frameworks and libraries such as Bootstrap, Bulma, Foundation [Mailing services], Vue2, SASS, Stylus,
- Dive into Backend frameworks and libraries such as Symfony, Sylius, Laravel, and CodeIgniter.
- Dive into CMS such as WordPress, PrestaShop, and Magento.
- Google API integrations [Maps, Drive documents].

CURRENT SIDE PROJECTS

BuddyReads Using React Native, Typescript, Expo, Symfony, Hexagonal Architecture.
Applying Clean Architecture and SOLID principles to a Digital Audio Workstation.

EDUCATION

Multimedia Engineering at Universidad de Alicante (UA)
September 2011 - June 2016

LANGUAGES

Spanish Native.
English B2.