Joaquín Oltra Hernández

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Location   Alicante, Spain

Timezones   CET · ET · PT

Summary

I am a **Software Engineer** and **Engineering Manager** with more than 10 years of industry experience. As an engineer I specialize in *UI web development,* and have broad experience in the different skills involved in effectively producing maintainable software.

As a manager I strive to provide clear direction, trust and autonomy to my reports so that they can execute on the team and organization's objectives effectively, while developing professionally and advancing their careers.

Work experience

Routine	Senior Software Engineer, Frontend	*2024 – Present*

Remote. Working as an engineer in a small startup team, building a web and desktop client for a productivity and PKM tool with calendar, tasks and notes. Using Electron, Vue, Typescript, SASS, Prosemirror and OCaml.

- Added a new global search key bind and modal for navigation
- Built a new block-based rich text editor with custom types based on Prosemirror. Featuring:
  - Draggable blocks
  - Block mouse and keyboard selection
  - Custom blocks like tasks, embeds, inline references, callouts, etc
  - Undo/redo
  - Document synchronization and content reconcilliation
  - Custom keyboard shortcuts and actions
- Upgraded tooling from deprecated vue-cli to the Vue recommended vite
  - Updated codebase to work with ESM
  - Updated testing tooling
  - Updated Electron app building process
  - Updated SASS to modern versions
  - Fixed Typescript not passing type checking by fixing hundreds of errors
- Lots of other small features, like a system theme option, and continuous bug fixes
- Maintenance, support for users and the community

Vendr	Senior Software Engineer, Frontend	*2023 – 2024*

Remote. Working in the Activation team as frontend engineer building user interfaces and experiences with Elm, JS and CSS for improving the onboarding experience for new users.

- Authored technical plans for product goals defining API contracts and team tasks.
- Overhauled main navigation to be collapsible and mobile-friendly with smooth animations.
- Developed a user-friendly, step-by-step account setup and onboarding process.
- Built an onboarding guide with real-time alerts to help users navigate the product.
- Implemented a tiered trial system to regulate feature access for free users, incorporating role-based restrictions and organization-specific content visibility.
- Developed a Buyer Guides feature, complete with pricing tables and visual aids, to assist users in the negotiation and software purchasing process.
- Designed key UI components, like dropdowns, modals, and a custom data visualization chart.
- Led the enhancement of the user interface with subtle animations for a better experience.
- Identified and removed large amounts of unused code, improving maintainability and performance.

Wikimedia Foundation	*2014 – 2023*

Staff Software Engineer, Tech lead

2021 – 2023

Remote. Working in the Trust and Safety Tools team as the tech lead and software engineer.

- Defined project scope, performed technical feasibility research and worked with product manager, designer, and other stakeholders on defining and detailing the project into actionable technical work to be executed by the team for major projects like the Safety Survey and Private Incident Reporting System
- Led set up of team kanban processes and norms collaboratively and codified the norms and processes in our tools and documentation
- Onboarded and guided several engineers on the team into the company and projects
- Developed several features for MediaWiki's QuickSurveys extension and trained engineers on deployment procedures for configuring, enabling and disabling surveys

Staff Developer Advocate

2020 – 2021

Remote. Working in the Developer Advocacy team in support of the Cloud Services team and tool developer community.

- Designed and conducted the 2020 Coolest Tool Award online event jointly with community members, coordinating the event committee, and helping produce and run the event
- Conducted, analyzed and published the Cloud Services Annual Survey 2019 and 2020, to understand our technical users and inform the teams' annual planning processes
- Analyzed research, and produced a prioritized list of communities for outreach based on data, and run an outreach workshop about bot development with Python
- Supported the Cloud Services teams projects, like deploying a new cluster of databases to replace the existing one, by providing technical documentation and code examples, and communicating and supporting the communities through the process

Software Engineering Manager

Remote. Manager of the Wikimedia Product Infrastructure team.

- Built REST APIs used by the native apps teams and the web teams serving 1.5 billion unique devices serving 2 billion requests monthly
- Maintained a variety of backend components providing features such as reading lists, PDF rendering, and the Wikipedia Maps infrastructure
- Planned and resourced an effort to provide better data engineering tools and libraries for all product teams in the product department

I set team direction and anual and quarterly goals, hired and managed awesome engineers to further Wikimedia's objectives, giving them space and trust to work effectively in a complex collaborative remote environment.

Senior Software Engineer

2016 – 2018

Software Engineer

2014 – 2016

Freelance	Software Engineer, Web Developer	*2013 – 2014*
OHIM	Senior Software Engineer	*2010 – 2013*
CESSER	Software Engineer, Web Developer	*2010 – 2010*
University of Alicante	Software Engineer, Web Developer	*2008 – 2010*
Diario Informacion / Newspaper	Systems Administrator	*2006 – 2008*

Education

University of Alicante	Computer Science MSc (Ingeniero Superior Informatica)	*2003 - 2009*

Languages

Spanish	*Native speaker*	
English	Proficient (C1)	*CAE (Certificate in Advanced English)* *FCE* *Excellent oral and written English and conversational skills*

Additional information

Own vehicle.

Available to travel, could consider relocation.

I enjoy computer generated art, compilers and programming languages, UI design and development, and exploring new technologies that grow the way we think about solving problems.

I am not afraid of learning new technology, projects and codebases.