Luis Fernando Martínez Castellanos

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Skills

Programming languages: TypeScript, JavaScript, HTML, CSS, Java, Python, C#, C/C++
Frameworks & libraries: ReactJS, Nest.js, Next.js, Node.js, Express.js, vanilla-extract.js, Springboot
Tools & technologies: Git, CI/CD, Redux, Turborepo, Jest, MySQL, MongoDB
Languages: Spanish (Native), English (C1)

Working Experience

Full-stack Development Engineer, Wispok – Zapopan, Jalisco Jan 2026 – Present

- **Mentored four engineers on technical architecture and engineering practices**, guiding frontend library development, adoption of hexagonal architecture, and strategic technical-debt prioritization to create capacity for adopting new development tools.
- **Led the design and development of an invoice-agnostic invoicing module**, partnering with Product Design and Finance to meet Mexican billing requirements and enable multiple customers to provide invoicing capabilities to their users.
- **Established and documented engineering standards** in collaboration with other engineers, covering coding guidelines, GitFlow practices, and system architecture, improving knowledge sharing and making the platform easier to understand across departments.
- **Led the migration of backend services from a third-party AWS account to the company's AWS environment**, partnering with DevOps to improve infrastructure ownership and standardize the delivery pipeline from Docker image builds through GitHub Actions.
- Led the development of a **backend pricing service** that calculates final order charges based on bank, region, and dynamic fees, enabling accurate billing across multiple markets.
- Developed and maintained a **payment order service**, improving notification reliability through enhanced logging and monitoring while integrating additional payment methods, including Google Pay, Apple Pay, and cryptocurrency.

Front-End Development Engineer, Wispok—Zapopan, Jalisco Apr 2025 – Jan 2026

- Developed and maintained a **payment gateway frontend**, integrating web components from Adyen and Kushki and enabling support for Google Pay and Apple Pay.
- Led the migration to a **monorepo architecture**, consolidating a shared React library and frontend application into a single repository to improve maintainability and enable component reuse across projects, including Next.js applications.
- Standardized **linting and coding practices** across frontend projects, improving consistency and maintainability across the codebase.

Software Development Engineer, Infobip – Zagreb, Croatia Jun 2023 – Apr 2025

- Co-designed and developed a **React.js library** featuring an OTT messaging payload editor and reusable standalone components, using semantic versioning to maintain compatibility across multiple company projects.
- Partnered with Engineering, Product Management, and Design teams in Poland to design and implement frontend solutions supporting key WhatsApp capabilities, including **Embedded Signup, Templates, and Flows**.
- Migrated legacy web applications to **React 18**, collaborating with Product Managers to define GraphQL permissions for dynamically controlling application visibility for end users.
- Developed and maintained a **React.js and TypeScript CPaaS frontend** for large-scale campaigns across OTT messaging channels, enabling customers to start, schedule, and cancel broadcasts and create templates from existing ones.
- Developed a **React.js single-page application** that helped customers identify and resolve API implementation issues through centralized diagnostics and error notifications.
- Developed a **Java-based backend application** that analyzed HTTP events stored in ClickHouse, detected response patterns by status code, and triggered automated alerts for errors within specified timeframes.

Software Development Engineer Jr, Infobip – Zapopan, Jalisco, México Aug 2021 - Feb 2023

- Developed a **React.js and TypeScript micro-frontend** integrating multiple e-commerce platforms, streamlining customer interactions through a unified portal.
- Co-designed and developed a **Java and Spring Boot REST API** to handle requests from multiple e-commerce sites through a unified payload and backend interface.
- Developed and maintained a **Java and Spring Boot REST API** for high-volume MMS broadcasts with multimedia content, achieving throughput of **2,000 TPS** across multiple mobile providers in the US.
- Mentored **two interns**, providing technical guidance and supporting their development throughout their internship.

Software Engineer Intern, OpenMarket – Zapopan, Jalisco, México Feb 2021 - Aug 2021

- Developed and maintained an internal single-page application using ReactJS and TypeScript to manage US sender information, enhancing the experience for teams and PMs by streamlining data management and improving accessibility
- Developed and maintained a back-end RESTful API (Java, Springboot) to handle the sender's entries records, and ensure code quality with unit testing (JUnit)
- Collaborated and maintained automated software to run end-to-end tests for web applications and RESTful API, using Rest Assured and WebDriverIO

Education

Universidad de Guadalajara – B.S. Computers Engineering Aug 2016 - Jul 2021

Centro de Enseñanza Técnica Industrial – A.S. Technologist in informatics and computer science Aug 2007 - Jul 2011