
Richard Romero

Software Engineer

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EXPERIENCE

Backend Engineer at Fox Corporation

February 2022 - Present

- Worked with internal and third party media sources to efficiently import and map thousands of articles, tags, videos, and other media types into the Fox Sports ecosystem using Typescript, AWS Lambda, and SQS.
- Architected and developed internal libraries that are used across multiple repositories to serve as a reusable base template as well as standardize our configuration methods.
- Lead fellow engineers through knowledge transfers and presentations to use our newly implemented external content importer systems.
- Learned PHP and Wordpress to create plugins and improve on platform features in order give the Fox editorial teams the best platform to view and edit news content.
- Presented new features and major code optimizations to executives, stakeholders, and other engineers to display our team's progress during iteration demo's.

Software Developer at Baytech Consulting

November 2019 - January 2022

- Developed a social media app in Ionic to be usable in web, Android and IOS using HTML, SCSS, and Angular/Typescript frontend with Node JS and AWS Amplify backend.
- Reduced lines of code in our frontend Aurelia and Typescript codebase by 30% through componentization which made code more efficient, easier to read, and better for newer developers to understand.
- Reported top performing mortgage lead sources and agents by visualizing over 30,000 leads into PostgreSQL tables through backend C# .Net Core endpoints.

SKILLS

Frontend – Typescript JS, Angular, Aurelia, Gatsby ReactJs, HTML 5, SCSS, Bootstrap, Ionic

Backend – Node JS, Typescript JS, PHP, ElasticSearch, AWS (DynamoDB, Lambda), Python

General – Git, Data Dog, Figma, Miro, GIMP, VS Code, Visual Studio, pgAdmin, Wordpress, Netlify

EDUCATION

Bachelor's of Computer Science

University of California, Irvine

Completed June 2019