

ANDRÉS TARACIUK

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Senior / Staff Software Engineer (IC)

Frontend-focused product engineer | Full-stack delivery | AI-augmented engineering

WORK EXPERIENCE

Staff Software Engineer — BOBSLED (Remote) | 04/2022–02/2026 | bobsled.com

Built and shipped the customer-facing data-sharing product using Remix, React, and TypeScript, enabling customers to securely share data with modern cloud data warehouses

Developed features in an AI-augmented workflow using tools such as Claude Code, and contributed to external APIs and cloud infrastructure supporting customer integrations and production deployments

Senior Front End Engineer — ALICE (Remote) | 07/2018–04/2022 | aliceapp.com

Delivered continuous enhancements to the core web application used in hotel operations, contributing to the UI architecture of the housekeeping product

Migrated AngularJS to Angular and implemented NgRx state management

Software Engineer — Google — Display Ads (New York, USA) | 04/2015–07/2018 | google.com

Built and improved large-scale, high-traffic Display Ads web applications using Java and modern web frameworks

Enabled publishers and buyers to discover inventory and negotiate advertising deals across Google's global advertising ecosystem

Freelance Front End Developer — Cline Davis & Mann (New York, USA) | 11/2014–03/2015 | cdmworldagency.com

Developed front-end components using JavaScript, HTML, CSS, and jQuery for client web projects

Freelance Presentation Layer Engineer — Razorfish (New York, USA) | 08/2014–11/2014 | razorfish.com

Implemented front-end features using React for the FreshDirect.com replatforming initiative

Front End Developer — R/GA Media Group (Buenos Aires, Argentina) | 11/2011–06/2012 | rga.com

Built interactive advertisements, standalone websites, and analytics visualization tools

Software Developer — Manas Technology Solutions (Buenos Aires, Argentina) | 06/2008–10/2011 | manas.com.ar

Developed dynamic Web 2.0 applications with a stronger focus on backend systems

Video Game Developer — Ivolgamus Bs. As. S.A. (Buenos Aires, Argentina) | 03/2008–05/2008

Developed console game features using C/C++

SKILLS

Languages: JavaScript/TypeScript, Java | Python, Ruby, SQL, PHP, Dart, Haskell, C++, C#, ASP.NET

Cloud: GCP, AWS

Backend / Platforms: Node.js, Ruby on Rails, .NET, Google App Engine, Firebase

Frontend: React, Remix, Angular, AngularJS, NgRx/Redux, HTML, CSS, jQuery

AI: Claude Code

Other: Unity, Processing, Arduino

EDUCATION

New York University — Tisch School of the Arts | 09/2012–05/2014 | itp.nyu.edu

Universidad de Buenos Aires — Facultad de Ciencias Exactas y Naturales | 03/2005–12/2010 | dc.uba.ar

LANGUAGES

Spanish (Native) | English (Bilingual) | French (Advanced) | Portuguese (Basic)