Berty Pérez

SENIOR FRONT-END ENGINEER · VUE.JS / JAVASCRIPT / LARAVEL · ACCESSIBILITY & DESIGN SYSTEMS

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PROFILE

I'm a senior front-end engineer with 5 years building responsive, accessible, production web experiences in HTML, CSS and JavaScript. I come from an agency background, working from designer handoff in Figma through to shipped, maintainable front-end across 30+ live sites for science and academic research organizations in the US, primarily in Massachusetts. I build and maintain reusable component systems, treat WCAG accessibility as part of the build rather than a final check, and use AI tooling — Claude and Claude Code — as a reviewed step in the development cycle. I work in English daily with an English-speaking team, in the US Central time zone.

SKILLS

Core Front-End: HTML5, CSS3/SASS, JavaScript (ES6+), responsive development, cross-browser compatibility, performance optimization

Accessibility: WCAG criteria, semantic structure, keyboard and focus handling, contrast, accessible component patterns, accessibility review of designs before build

Architecture & Systems: Component-based development, reusable component libraries and design systems, Vue.js, Inertia.js, React (2022 bootcamp, refreshing)

Platforms & Workflow: WordPress (themes, plugins, custom builds), PHP, Laravel, GSAP, Three.js, Git/GitHub, CI/CD (GitHub Actions), Figma handoff, code review, Claude Code (reviewed before merge)

Infrastructure: Linux, Nginx, IIS, Cloudways, GoDaddy, SFTP, DNS & SSL configuration

EXPERIENCE

Front-End Engineer — SciStories — Jul 2021 – Present

- Front-end engineer on a two-person dev team covering 30+ production websites for science and academic research organizations in the US, primarily in Massachusetts — from Figma handoff through launch and ongoing maintenance.
- Build and maintain reusable component patterns across sites, keeping markup and styling consistent and reducing duplicated work between projects.
- Apply WCAG accessibility throughout the build: semantic structure, keyboard and focus handling, colour contrast, and accessible interactive components.
- Build responsive, cross-browser interfaces in JavaScript, HTML and CSS, including interactive GSAP and Three.js work.
- Collaborate daily in English with an English-speaking team — creative director, project managers and designers — through planning, review and delivery.

Full-Stack Engineer — Neurona Tech — 2024 – Present

- Built two websites in WordPress from Figma designs for a US-based client — direct point of contact in English, and corrected accessibility issues in the designs before implementation.
- **Ferry ticketing for Ultramar:** shipped the sales-agent platform and public booking site (Laravel + Inertia.js), integrating a reservations API and the Getnet payment gateway.
- Own build and deployment workflow — Git, CI/CD (GitHub Actions) and production maintenance on Linux/Nginx — including rollbacks and post-release checks.

Web Developer Intern — Plenumsoft — May 2019 – Jan 2020

- Built mobile-first websites with HTML, CSS, Bootstrap and JavaScript alongside the design team; ran manual QA on an internal CRM, documenting defects with reproduction steps and tracking them to closure.

EDUCATION

B.Eng. in Computer Systems Engineering (Ingeniería en Sistemas Computacionales) — Universidad Interamericana para el Desarrollo (UNID), 2017–2020

B.Eng. in Civil Engineering (Ingeniería Civil) — Instituto Tecnológico de Mérida (ITM), 2009–2014

CERTIFICATIONS

Google UX Design (Coursera, 2024) · Front-End Developer Nanodegree (Udacity, 2023) · React Bootcamp (Código Facilito, 2022) · Web Development Bootcamp (Latinas Code Camp, 2021)

LANGUAGES

Spanish (native) · English (professional working proficiency — daily working language with an English-speaking team and US-based clients; comfortable in meetings and client calls)