

Emiliano Lucero

Design Engineer

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SUMMARY

Design Engineer and full-stack developer with **9+ years** shipping high-craft, high-performance web interfaces in production. Deep in **React, Next.js, TypeScript, and Tailwind CSS**, with a specialty in motion, micro-interactions, and real-time 3D (Three.js / WebGL / custom shaders). I own work end-to-end — from early exploration through shipped, pixel-perfect, accessible code — whether translating designers' vision on fast-moving product teams or bootstrapping a live product solo, as I do today.

EXPERIENCE

Pinta Partido — Founder & Design Engineer 2025 – Present

- Bootstrapped, designed, and engineered a live football-match booking platform end-to-end as sole builder — product, UI, design system, full stack, and payments.
- Built a semantic **design-token** system (color, typography, spacing, z-index scales) and a composition/block **component library** — CSS Modules + CUBE CSS for the public app, Tailwind + shadcn/ui for admin — enforcing pixel-perfect, accessible UI (WCAG, localized ARIA labels).
- Shipped on **React 19 / Next.js 16** as an early adopter of **Cache Components + Partial Prerendering** — CDN-served static shells, streamed dynamic islands, and event-driven cache-tag invalidation — plus a CLS-safe custom Image component and motion / micro-interactions, guarded by a comprehensive Vitest + Playwright E2E suite.
- Engineered the backend in TypeScript: Prisma / PostgreSQL, domain-driven services and events, and **MercadoPago** payments with a refund state machine; deployed on Vercel.
- Ran **Copa Corazón**, a branded live game series (13 tournaments and counting), as a real-world testbed — designing its visual identity, modeling unit economics, and onboarding venue owners to secure initial B2B supply.

Independent & Studio Collaborations (w/ Ingamana Studio) — Design Engineer 2023 – 2025

- Delivered design-driven frontends in 2025 for **Reality Defender** (AI deepfake-detection product), **Elevate** (real-estate subscription platform), and **Suzy Welch's** brand site + interactive "Values Bridge" decision tool — working directly with the studio's designers to translate high-fidelity designs into pixel-perfect production UI, spanning frontend architecture, CMS modeling, and motion design.
- Self-directed creative builds, designed and developed end-to-end: "[I ♥ my computer job](#)" (Next.js + Payload CMS blog, GSAP), "[Lo hacemos por bebeto](#)" (music site, '90s aesthetic × modern stack), and a personal portfolio (React · GSAP · Tailwind) — exploring motion, interaction, and visual craft.

Distillery (Client: Altruist) — Frontend Engineer, Billing team 2021 – 2023

- Architected and led "**Manual Invoicing**," a client-facing billing feature for **Altruist** (US wealth-management platform), driving the build across two teams.
- Shipped features, resolved production incidents, onboarded engineers, and drove the team's JavaScript → TypeScript migration. React · TypeScript · Styled Components · GraphQL · Jest.

SimTLiX / Intive (Client: Cencosud) — Frontend Engineer, Customer team 2021

- Led discovery and built the login/signup flow for a new e-commerce platform at **Cencosud**, **one of Latin America's largest retailers**, partnering with the PM and CTO to ship the alpha. React · Next.js · NestJS · AWS Cognito / Amplify · Material UI.

Lenguaje Sport — Web & Mobile Developer 2017 – 2021

- Owned frontend architecture for ~22 institutional sports-org apps and directed a 3-person freelance team; automated a previously manual, multi-step App Store release process in Python. JavaScript · Apache Cordova · Framework7 · Firebase · WordPress.

SKILLS

Core

React 19, Next.js 16, TypeScript, JavaScript (ES6+), HTML5, CSS3

CSS & Motion

Tailwind CSS, CSS Modules, Styled Components, SASS, CUBE CSS, GSAP, CSS animations, micro-interactions, responsive / fluid layouts

3D & Creative

Three.js, React Three Fiber, Drei, WebGL, custom shaders (GLSL), p5.js

Design Systems & Craft

Design tokens, component libraries, shadcn/ui, accessibility (WCAG, ARIA), pixel-perfect UI, Next.js Cache Components + PPR, Core Web Vitals / CLS

Backend & Data

Node.js, GraphQL, REST APIs, Prisma, PostgreSQL, MongoDB, domain-driven design + events

Testing, Tooling & CMS

Vitest, Jest, Playwright (E2E), Git, Vite, Webpack, Vercel · Payload CMS, DatoCMS, Prismic

EDUCATION & CERTIFICATIONS

B.S. in Computer Science

"Beppo Levi" N° 25 Superior Institute · 2015

Three.js Journey

Bruno Simon · 2023

Merging WebGL & HTML

Yuri Artiukh / Awwwards · 2021

El arte ocurre aquí — Art on the Internet Lab

CUNA School of Art, Science & Technology · 2020