

Nacho Barbano

Senior Full Stack Engineer

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~\$ whoami --verbose

I am a Senior full stack engineer with seven years of professional experience behind me.

For the past two years, I've served as full-stack engineer and UI technical lead on high-traffic projects for MrBeast Industries — driving architecture decisions, mentoring the UI team, and shipping features used by 200k+ users.

With a background in product strategy and UI design, I bridge user-centred thinking and robust engineering.

~\$ cat experience.log

Full-stack Developer & UI Lead @ MrBeast Industries

Mar 2024 – Ongoing

North Carolina, US · Remote · Full-time

- Led and coded multiple new features for Viewstats and Vyro from design to production, delivering value to a high volume of users.
- Enforced code standards, structure, and QA process for a team of eight — raising quality without slowing delivery.
- Delivered complex features under tight deadlines, like Viewstats' image-generation chat.
- Cut Vercel hosting costs by roughly 60% by identifying and fixing Next.js anti-patterns and inefficient data-fetching across the project.
- Developed solo projects like the new Vyro site.

Stack: Next.js · Nest.js · React · Payload · Zod · HookForm · TypeScript · Tailwind · MongoDB / Mongoose · AWS + Pulumi · Playwright · BDD · Jest · Vitest · CI/CD · Sentry · Claude

Creator & Lead Developer @ Typescale Garden

Aug 2023 – Ongoing

Montevideo, UY · Remote · Open Source

- Identified a gap in how designers and developers collaborate around design systems.
- Dived into a new design niche to develop a set of tools that improve working with typescales as individuals and teams.
- Created my first open source project + publicly available platform, typescalegarden.uy.

Stack: SvelteKit · TypeScript · Node / Express · MongoDB · Tailwind · Figma Plugin API · Cloudflare Workers

Full-stack Bootcamp Tutor @ Senpai Academy

Feb 2023 – Nov 2023

Montevideo, UY · Remote · Part-time

- Revisited the fundamentals and the latest technologies to create an encouraging learning experience for full-stack bootcamp students preparing for their first job in development.
- Assisted over 100 students through the year with their personal projects.

Stack: React · Node / Express · JavaScript · SQL · Git

UI Developer & Designer @ EquityMultiple

Feb 2022 – Feb 2023

New York, US · Remote · Full-time

- Collaborated with an external design agency to architect and implement a unified design system from Figma to code, bridging the public-facing site and investor app.
- Implemented the entire design system from Figma to code.
- Worked on multiple internal features for the investors platform UI.

Stack: React · TypeScript · Apollo GraphQL · Figma · Gatsby · Jest

Front-end Developer @ Oort (now Cisco's)

Apr 2021 – Feb 2022

Detroit, US · Remote · Full-time

- Worked with the team to deliver the first version of the security platform while the company was in Seed stage — before it got acquired by Cisco.

Stack: React · TypeScript · Apollo GraphQL · Cypress · Node / Express · Jest

UX Designer & Full-stack Developer @ Expertaste

Feb 2021 – Mar 2021

Raleigh, US · Remote · Contract

- Identified key issues in the existing product and proposed several high-impact, low-implementation-cost alternatives to improve it.
- Designed and iterated dashboards tailored to each user role, delivering a new experience set for the different users of the app.

Stack: Svelte · TypeScript · Node / Express · Figma

Product & Production Line Designer @ Open-source Face Shield

Apr 2020 – Aug 2020

Montevideo, UY · Remote · Contract

- Designed several shield-headband iterations and an efficient 3D-printing assembly line during COVID.
- Tested a local design, delivered to hospitals, and made it openly available on Thingiverse for large-scale printing.

Stack: Fusion 360 CAD · 3D printing

Front-end Developer @ Globant

Mar 2019 – Apr 2021

Montevideo, UY · On Site · Full-time

- Learned the fundamentals of development through the company's full-time bootcamp.
- Earned the chance to work for big companies, kick-starting my career in development.
- Delivered features daily with capable, generous teams — for Quantcast in 2019 (mostly React) and Ernst & Young in 2020–21 (mostly Angular).

Stack: React · Angular · TypeScript · Styled Components · Redux · Jest · Layered SCSS · CSS · HTML

~\$ ls projects --selected

Viewstats Lead · Production

MrBeast Industries

- High-traffic analytics platform for creators. Led UI architecture and shipped features used by 200k+ users, including an image-generation chat.

Stack: Next.js · React · TypeScript · Tailwind

Vyro Solo build

MrBeast Industries

- Built the new Vyro site solo, end to end — from design to production deployment.

Stack: Next.js · TypeScript · Payload

Typescale Garden Creator

Open Source · typescalegarden uy

- A platform + Figma plugin to help designers and developers collaborate around typographic scales as individuals and teams.

Stack: SvelteKit · Cloudflare Workers · Figma Plugin API

LoveUrl (Beta) Library

Open Source · Jul 2025 — Jan 2026

- A TypeScript package, compatible with all JS runtimes and frameworks, to build type-safe URLs and parse them at runtime with standard-schema validators like Zod.

Stack: TypeScript · Standard Schema · Zod

La Ruta Volunteer

Volunteer · larutamvd.org

- A website for my college students' community, built with Astro and hosted on Cloudflare Workers.

Stack: Astro · SSR · Tailwind · Cloudflare Workers

~\$ ls skills

FRONTEND Next.js · React · TanStack Query · TanStack Router · Shadcn · Radix · MUI · Zod · HookForm · Apollo · Tailwind · CSS / SCSS · HTML · Animations · Accessibility · SEO · Svelte + SvelteKit · Astro · Angular 2+

BACKEND Express · Nest.js · SQL design · MongoDB · Mongoose · Prisma · AI agent integration · Cloudflare AI · Workers

DEVOPS Infra as Code · GitHub Actions · CI/CD pipelines · Secrets management · DNS management · Sentry · Rollbar · OpenObserve · UptimeRobot · AWS · Cloudflare · Vercel

TESTING BDD · E2E · Integration · Unit · Playwright · Jest · Vitest

LANGUAGES TypeScript · JavaScript · SQL · Python

PRODUCT / DESIGN Product & feature definition · HCD · Biomimicry · Circular economies · 3D printing & prototyping · User interviewing · UX/UI design · Figma

OTHER Git hygiene · Package management · Figma Plugins

~\$ cat education.log

Product Designer

EUCD — UdelaR, Montevideo · 313 / 360 credits · 2016–2024

C2 English — EF SET · 2024

Scientific Computing with Python — freeCodeCamp · 2024

English — Fully fluent · C2 (EF SET 2024)

Spanish — Native

Availability

Full-time and part-time remote positions. Based in Uruguay (UTC-3), full overlap with US business hours.