



Argenis Villasmil

Full Stack JavaScript
Developer



About me

Developer, musician, science lover and avid reader

Full Stack Developer well-versed in web and web3 development. Highly effective at working on any phase of development process. Hardworking professional with remarkable technical abilities developed over 5 years of experience.

Former member of [LastKnown](#), [Metacademy](#), [NFKeys](#), [FoundrySwap](#) teams. Co-Founder of [Masterminer](#), Syscoin masternode hosting platform.

Programming Languages & Frameworks

- TypeScript ★
- React ★
- Angular ★
- JavaScript ★
- React Native
- NodeJS
- NextJS
- NestJS
- GraphQL
- Express
- Ionic
- Electron
- Web3
- CMS
- Relational/Non-Relational DBs

Languages

- English
- Spanish

Experience

Mercadolibre [↔](#)

Ssr Front End Developer

June 2023 - Present

Part of Mercadolibre Ads team. Using React, SSR, Sass and other tools to build a great user experience.

Blockchain Foundry [↔](#)

Full Stack Web3 Developer

October 2019 - December 2022

Lead dev at NFKeys, LODE Wallet and FoundrySwap. Actively participated in development and technical discussion for Metacademy and LastKnown projects. Actively acted as code reviewer in most company projects.

Projects [+](#)

Webgains [↔](#)

Full Stack Developer

April 2017 - October 2019

Developed and maintained frontend codebase using React, while making contributions to backend development. Improved development practices and introduced the usage of modern tools for an affiliate marketing app using React/Laravel/MySQL stack.

Projects [+](#)

Thrifa [↔](#)

Full Stack Developer

August 2016 - April 2017

MERN stack consultant and Lead Developer for Masterminer and Syscoin Fusion Wallet. The development of these two apps earned me some recognition within the Syscoin community which led me to opportunities within the Blockchain space.

Side Projects

Haka - Planning Poker [↗](#)

Collaboration app

Free estimation tool for development teams to aid sprint planning sessions.

Conway's Game of Life [↗](#)

RIP JHC

Web implementation of Conway's game of life written in plain JS.

Shape Attack [↗](#)

Browser game

My attempt of adding gameplay to a bunch of random containers. Use the keyboard arrows to avoid the red squares.