

MARTÍ MAYORAL I MORERA

REACT, TYPESCRIPT, WEB3, SDKs & ANIMATIONS

+5 years experience as a Software Engineer. Graduated with a B.Sc. in Computer Engineering with honors.

Work experience

Typescript engineer and front end developer at Openfort

SET 2024 - Present [Barcelona, on-site] [Web3 infrastructure, B2B]

Web3 wallet-as-a-service platform. Dashboard, react and typescript SDKs.

Responsibilities

- Lead development of the Openfort Dashboard, enabling businesses to manage wallets, transactions, configurations, and more in a scalable way.
- Design, build, and maintain reusable React hooks and SDK components tailored for enterprise Web3 use cases.
- Interact with modern Web3 libraries like Viem and Wagmi. And build an SDK around them.
- Ensure code robustness by enforcing strong TypeScript typing, improving developer experience, and preventing runtime errors.
- Integrate authentication and wallet features, including passkeys-based onboarding and wallet account lifecycle management.
- Optimize front-end performance, bundle sizes, and deployments across environments using CI/CD pipelines.
- Implement telemetry tracing and analytics instrumentation (PostHog, Sentry, custom events) to improve observability.

Key accomplishments

- Developed and maintained the React SDK used by partners and developers integrating Openfort into their applications.
- Delivered performant UI animations and interactions using Framer Motion.
- Reduced bundle size and improved build-time optimizations across shared packages and SDK modules.
- Enhanced SEO and sharing support for marketing and embedded SDK experiences (OG images, tags, metadata...).

Front end developer at IT Gallery

JAN 2022 - JUL 2024 [Remote] [IT Services, B2B]

A tool to create virtual art galleries, presented in influential art fairs like ARCO Madrid.

Responsibilities

- Independently lead the development process as the sole developer, ensuring project milestones are met efficiently.
- Redesign and modernize the existing product to align with current industry standards and user expectations.
- Utilize Agile methodologies to monitor progress and enhance communication with my supervisor.
- Communicate effectively with backend APIs, ensuring smooth data exchange and integration for robust functionality.

Key accomplishments

- Designed, prototyped, and implemented new features within specified timeframes, meeting project milestones and user expectations.
- Demonstrated strong problem-solving skills by devising and implementing an algorithm to optimize the floor construction process.
- Received recognition for delivering solutions that met or exceeded project requirements and contributed to overall business objectives.

Software developer intern at Beabloo

OCT 2019 - JUL 2020 [Barcelona, on-site] [Digital Signage, B2B]

Responsibilities

- Analyze complex software problems, identify root causes, and implement effective solutions to ensure a fast resolution.
- Collaborate closely with Level 1 support team members to provide guidance and expertise in troubleshooting and resolving challenging issues.

Key accomplishments

- Successfully managed between 30 to 40 developer support tickets per month, ensuring timely resolution of issues and maintaining a high level of customer satisfaction.
- Acquired proficiency in various design patterns and functional programming. Enabling more effective problem-solving and implementation of robust software solutions in developer support activities.

Trampoline gymnastics coach

2015 - 2020

My first laboral experience. Significantly enhanced my communication skills, time management, leadership, and teamwork abilities.

Education

Bachelor's Degree in Computer Engineering at Pompeu Fabra university

SEPT 2017 - JUN 2021

Ranked 8th out of 70 in Computer Engineering Bachelor's for 2020/21. Finished with honors in the following subjects: Data Structures and Algorithms, Discrete Mathematics, Functional Design of Programs, Introduction to Programming and Interactive Systems.

Remarkable projects

React SDK - @Openfort/react

Web3, Typescript, React, SDK

I was the principal developer behind [@openfort/react](#). A react SDK for embedded wallets. Includes authentication, wallet connector and payments. Both with UI elements and headless. Check it out [here](#).

Puzzle game - Light it up

C++, OpenGL, Unity

First started as a university project to learn OpenGL with C++. Later remade and improved with unity. Map design tool and online features to share it. Published for mobile to Play Store.

PixiJs projects

TypeScript, PixiJs

Small side projects aimed at enhancing my abilities, such as online API communication, refining UX and UI design, and honing math and algebra calculation proficiency. Usually done with the HTML5 Creation Engine PixiJs due to its fast development process.

These projects include an extended version of tic tac toe, a salesman simulator or a digital version of a *roll the dice* board game.

Online guess the word with friends - Accord

React, Redux, Firebase, Styled components

Online game based on the Unanimo board game. Developed in order to refine web visuals with React styled components, explore CSS animations and features.

First-person human interaction game - Save the sheep

Unity, UPF Full-Body interaction lab

The system, housed in a 6-meter circular arena, projects a virtual world to encourage player interaction, utilizing Unity software, four tracking cameras, and two short-range projectors.

Acquired valuable knowledge in real-time user input communication through API integration with Unity. Alongside developing proficiency in game flow and level design through hands-on experience and self-directed learning.

Languages

English, Spanish and Catalan

Skills

- Fast learner
- Team player
- Agile Principles
- Active listening
- Abstract thinking
- Adaptability
- Problem solving
- Object Oriented (OOP)
- UI/UX Design Principles
- Testing/Debugging
- Version Control/Git
- RESTful API
- React
- Redux
- TypeScript
- JavaScript
- PixiJs
- C#

Libraries

- Tailwind css
- Styled components
- framer-motion
- Tanstack (query, router...)
- shadcn, radix
- viem, wagmi
- chart.js, recharts
- pixi.js, three.js
- yup, zod
- zustand
- react
- jest
- posthog, sentry
- storybook
- biome, eslint

and more...