

ISAAC SANCHEZ AGUILAR

Senior Software Engineer & Founder

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Open to: Senior IC roles · Consulting · Software Maintenance & Support

PROFESSIONAL SUMMARY

Senior Software Engineer with 7+ years across Google, Meta, PayPal, and high-growth startups, spanning full-stack web development, compiler tooling, and platform engineering for products reaching billions of users. Currently building an all-in-one business-management SaaS for small businesses in Mexico (launching Q3 2026) alongside a full-time IC role at Google. Known for continuously improving the systems and teams around me — optimizing performance and cost, designing scalable and maintainable solutions, and mentoring engineers. Strong algorithmic foundation from competitive programming, including multiple national ICPC placements. Fluent in English, with 5+ years working daily on cross-border teams.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C/C++, Go, Java, PHP, Swift

Frontend: React, Next.js, React Native, Astro, Svelte, Redux, Tailwind CSS, SASS

Backend: Node.js, NestJS, GraphQL, tRPC, gRPC, Django, Flask, Prisma ORM

Data & Infrastructure: MySQL, PostgreSQL, MongoDB, Redis, AWS, Docker, Airflow, Datadog

Tools & Practices: Git/GitHub/GitLab, CI/CD (Jenkins, Travis CI), Jest, Cypress, Playwright, Figma, Agile/Jira

ENTREPRENEURSHIP & PRODUCTS

Founder — Small-Business Management SaaS (working title, launching Q3 2026): Solo-building an all-in-one platform for small Mexican businesses covering point of sale, inventory, online storefronts, and WhatsApp payment reminders/subscriptions. Waitlist opens late July 2026; full launch targeted for August 2026. *Tech: Astro, Cloudflare Workers, PostgreSQL, WhatsApp API*

Creator — Codeforces Ladders A2OJ Progress Viewer (2019 – Present): Built and maintain a competitive-programming training tool used by ~50 daily users across multiple countries. A new version — offline mode, new stats, and accessibility/performance improvements — is complete and launching soon. *Tech: React, TypeScript, Astro, Firebase*

Liverpulga: Built the admin mobile app and auto-generated storefront for a family retail business; migrating onto the inventory system of the SaaS product above at launch. *Tech: React Native, Astro, TypeScript, Cloudinary, Zustand*

WORK EXPERIENCE

Software Engineer L4 — Google*Dec 2024 – Present*

Marketing Engineering *(Jan 2026 – Present)*

- Own the web development lifecycle for internal tooling that powers Google's public marketing pages, partnering with a cross-functional team (engineering, design, marketing) on architecture and migration decisions.
- Built and shipped the cookie-consent bar used across Google's public marketing properties, reaching billions of users worldwide.
- Drive accessibility, performance, and large-scale migration work across a vanilla JS stack with internal rendering engines.

Compiler & Developer Tooling *(Dec 2024 – Jan 2026)*

- Designed internal compiler and developer tooling for multiplatform languages, driving adoption of new Google technology across 80%+ of components in YouTube, Search, and Maps.
- Led automation and analysis of iOS performance benchmarking.
- Partnered with YouTube, Search, and Maps engineering teams; contributed to recruiting and onboarded new engineers.

Software Engineer L4 — Blend (Lending team)*Mar 2024 – Oct 2024*

- Designed and shipped multiple new loan product types across frontend and backend for banks and lenders using Blend's platform for U.S. mortgage/loan origination and underwriting.
- Improved test coverage by 60% and streamlined CI pipelines; led frontend best-practices knowledge-sharing sessions.
- Participated in on-call rotation for production lending systems.

Software Engineer L3 — PayPal (Checkout team)*May 2023 – Mar 2024*

- Improved GraphQL server monitoring, transaction tracking, and error standardization, reducing false positives in checkout error detection.
- Restored 50% of broken functional tests and led migration of checkout currency/amount handling to new libraries, triaging resulting bugs.
- Participated in on-call rotation for PayPal's checkout platform.

Software Engineer L3 — Luxoft (Client: Intermountain Healthcare) *Jan 2022 – May 2023*

- Led a 100% migration of the React Native router across the mobile app with zero regressions.
- Designed frontend architecture and led planning/implementation of new modules across web (React) and mobile (React Native) applications.
- Mentored a team of roughly 10 engineers through code review, pairing, and onboarding.

Software Engineer — ArteDigital Software Development *Apr 2021 – Jan 2022*

- Built Crediverso's end-to-end product ecosystem and user flows from scratch as part of an 8-engineer, 2-PM team.
- Developed React web applications and collaborated across multiple client engagements.

Software Engineer — Paxico Technologies *Sep 2020 – Apr 2021*

- Built full-stack features with React/React Native and Node.js (Koa), using TypeScript, MongoDB, Redis, and Docker.
- Cut memory usage on a product-listing module by replacing a virtual-DOM renderer with a sliding-window approach, fixed Redis caching bugs, and mentored teammates.

Software Engineer Intern — Facebook (Ads team) *Jun 2020 – Sep 2020*

- Built unit, integration, and end-to-end tests (Hack, JavaScript, Jest) for Facebook Ads workflows, including internal models for detecting data mismatches, and fixed production bugs surfaced by that testing.

Software Engineer — Inmersys *Nov 2019 – Jun 2020*

- Co-built Bioderma's internal platform for promotions, sales, and distribution management across mobile, web, and backend.
- Developed frontend (Vue.js, Quasar) and backend (NestJS) features and refactored the codebase toward clean architecture.

FREELANCE & CONSULTING

- **Cookunity — Senior Software Engineer (Sep 2025 – Jan 2026):** Improved payment-system database performance by up to 80% through query, index, and schema optimization; added Datadog observability dashboards; refactored legacy JavaScript to TypeScript and authored onboarding docs that cut new-engineer ramp-up time by ~75%.
- **SmartThink — Software Engineer (Aug – Nov 2024):** Maintained a school-management platform and designed a new rental/leasing system.
- **Minted — Software Engineer (Mar – Jul 2024):** Rebuilt a legacy wedding-invitation site generator from scratch using React 19 and modern static-site tooling.

AWARDS & ACHIEVEMENTS

- 4th Place (of 24 teams), ESCOM Team — Gran Premio México & Centro América ICPC, 2019
- 28th Place (of 381 teams), Gran Premio México & Centro América ICPC, 2019
- Selected participant, XII Caribbean Programming Camp for ICPC, 2019
- 518 problems solved on UVa Online Judge; 264 problems solved on Codeforces
- National Record, 2x2 Rubik's Cube (Clásico 2015, Fenix 2014)

EDUCATION

Instituto Politécnico Nacional — Escuela Superior de Cómputo (ESCOM)

B.Eng. in Computer Systems Engineering — 2020 | Mexico City, Mexico