



EDUARDO INERARTE.

STAFF FRONTEND ENGINEER & TECHNICAL LEADER

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94%

BUNDLE REDUCTION

Decoupled architectural boundaries from 6.2MB down to 350KB.

30%

FASTER DELIVERY

Accelerated delivery via contract-based workspace isolation.

100%

CORE WEB VITALS

Perfect Lighthouse scores on the paths users actually take.

20+

ENGINEERS IMPACTED

Mentored engineers, governed design systems, and aligned teams.

/ WHO IS WRITING

About ME.

Plenty of people write UI code. Mine is a different thing: I learned to make software work when there was nothing to work with, and I have spent eleven years applying that where there is.

So performance never looked like a final polish to me. It was the condition for the thing existing at all.

/ EIGHTEEN YEARS, TWO COUNTRIES

Professional EXPERIENCE.

/01	Staff Frontend Engineer & Technical Leader
01/08/2024 Present day	SCHILLING APS Copenhagen (Denmark) Leading frontend development for Schilling web applications and data products, working with React 18/19, TypeScript, Node.js, Tailwind and Shadcn UI to scale complex publishing workflows.
/02	Senior Frontend Developer
01/08/2022 30/07/2024	RESIGHTS APS Copenhagen (Denmark) Leading frontend development for Resights web applications and data products, working with Vue 2/3, Nuxt 2/3, TypeScript, Pinia/Vuex, Node.js, and Vuetify to scale complex real-estate workflows.
/03	Senior Frontend Developer
01/08/2020 01/07/2022	NOVO NORDISK Copenhagen (Denmark) Built internal health and administration tools for Novo Nordisk with Vue, Vuetify, HTML, and CSS, focusing on reliable UI foundations for regulated medical teams.
/04	Senior Frontend Developer
01/02/2020 30/09/2020	WUNDERMAN NORDIC Copenhagen (Denmark) Delivered accessible campaign and landing experiences for Wunderman Nordic using Vue, SCSS, Bootstrap, and C# integrations, supporting high-traffic launches with stable frontend architecture.
/05	Lead Frontend Developer
01/12/2017 30/01/2020	GIG MEDIA COPENHAGEN Copenhagen (Denmark) Led frontend development at GiG Media Copenhagen across affiliate and content platforms, modernizing legacy estates built on Laravel, Drupal, October CMS, MySQL, jQuery, Bootstrap, and PHP while coordinating outsourced maintenance work.
/06	Frontend Developer
01/06/2017 01/12/2017	REBEL PENGUINS APS Copenhagen (Denmark) Worked on high-conversion affiliate products at Rebel Penguins, shipping frontend improvements, experiments, and UI iterations across Drupal, Laravel, October CMS, Bootstrap, and MySQL-backed platforms.

- /07

01/11/2015
01/06/2017

Full Stack Developer

REBEL PENGUINS APS

Copenhagen (Denmark)

Developed internal dashboards and external client sites end to end at Rebel Penguins using PHP, MySQL, jQuery, Bootstrap, Drupal, October CMS, and Laravel.
- /08

01/05/2015
31/10/2015

Volunteer

PLAN DENMARK

Copenhagen (Denmark)

Supported Plan Denmark's sponsorship department by registering and validating documents, helping keep administrative workflows clean, structured, and reliable.
- /09

01/12/2014
01/05/2015

Full Stack Developer

VIRUTA STUDIO CREATIVO

Pinar del Rio (Cuba)

Founded Viruta Studio Creativo and built custom products for local organizations and media outlets, including sites such as Radio Guama, using PHP, MySQL, PostgreSQL, Joomla, Drupal, Bootstrap, and Ext JS.
- /10

01/10/2012
01/06/2014

Full Stack Developer

I & D AGENCY, GEOCUBA

Pinar del Rio (Cuba)

Built internal systems at GEOCUBA's R&D agency, combining PHP, MySQL, PostgreSQL, Ext JS, jQuery, Bootstrap, and geospatial tooling for operational and information-management needs.
- /11

01/09/2010
01/10/2012

Full Stack Developer

PROVINCIAL OFFICE ONEI

Pinar del Rio (Cuba)

Developed statistical and administrative solutions for the Provincial Office of ONEI using PHP, MySQL, HTML, CSS, Ext JS, Drupal, and Joomla.
- /12

01/02/2007
01/06/2010

Full Stack Developer - Junior Developers Manager

PROJECT 'NATIONAL LIBRARY'. UCI

Havana (Cuba)

Started my professional career on the National Library project at UCI, building Drupal, PHP, and MySQL solutions while coordinating junior developers as the team matured.

/ BUILT AND SHIPPED BY ME

Selected PROJECTS.

- /01

BuilderHunt builderhunt.dev

GitHub, Reddit, Hacker News, DEV.to, Lobsters, Stack Overflow, npm, Hugging Face, GitLab, Codeberg, Hashnode and SourceHut, deduplicated and scored by recency.
- /02

GeoLocal CPH geo.eduardoinerarte.dk

Properties, vehicles, services and experiences across eight neighbourhoods, clustered so a district is legible before you filter anything.
- /03

AI-OS ai-os.eduardoinerarte.dk

One repository, symlinked into every CLI, with 10 MCP servers as declarative YAML and an installer that is safe to run twice.
- /04

ai-schadcn-chat ai-chat.eduardoinerarte.dk

Anthropic, OpenAI, OpenRouter, MiniMax, Together, Groq, vLLM and Ollama, all the same integration for the component.

/ TECHNICAL EXPERTISE

Architectural CAPABILITIES.

- REACT
- VUE.JS
- NEXT.JS
- NUXT.JS
- TYPESCRIPT
- JAVASCRIPT
- TAILWIND CSS
- HTML5
- CSS3
- SCSS
- SASS
- NODE.JS
- PHP
- LARAVEL
- SYMFONY
- MYSQL
- POSTGRESQL
- NGINX
- APACHE
- GIT
- GITHUB ACTIONS
- DOCKER
- LINUX
- BASH
- MACOS
- CYPRESS
- VITEST
- JIRA
- CONFLUENCE
- FRAMER MOTION
- DRUPAL
- WORDPRESS

/ LANGUAGES

Languages

- Spanish- Native
- English- Fluent
- Danish- B1