

EDGAR GARCIA PADILLA

FULL STACK DEVELOPER

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PROFESSIONAL SUMMARY

Full Stack Developer and Software Engineer building end-to-end web applications with TypeScript, React, Next.js, Node.js and PostgreSQL, backed by 6+ years delivering inside large-scale automated production pipelines for international clients. Currently consulting independently on business analysis and custom software: mapping real operational processes, building financial and operations dashboards, and shipping the internal tools the analysis calls for. Known for diagnosing bottlenecks in live systems and building practical solutions for non-technical users. Fully bilingual (Spanish native, professional English), based in Guadalajara and available for fully remote work on US business hours.

TECHNICAL SKILLS

Frontend	TypeScript, JavaScript (ES6+), React 19, Next.js 16 (App Router), Tailwind CSS, Shadcn/UI, Radix UI, HTML5, CSS3
Backend	Node.js, Python 3.13+, Express, REST APIs, Server Actions, WebSockets, Zod validation
Databases	PostgreSQL, SQLite, MongoDB, SQL, Prisma ORM, Drizzle ORM, schema design & query indexing
DevOps & Tools	Git, GitHub Actions (CI/CD), Linux / Bash, Railway, automated testing & deployment workflows
Desktop & Automation	PySide6 (Qt for Python), CLI tooling, batch processing, FFmpeg / FFprobe, scripted data pipelines
Data & AI	Reporting dashboards (Recharts), data cleaning & analysis, LLM / agent workflow integration (MCP)
Languages	Spanish (native), English (professional working proficiency)

PROFESSIONAL EXPERIENCE

Independent Consultant — Business Analysis & Software Solutions

Jul 2026 - Present

Data Analysis · Process Automation · Custom Software · Guadalajara, Mexico

- Operations & financial analysis:** for a medical-apparel manufacturer supplying hospitals, consolidated raw sales, invoicing and accounting exports into a single analytical dashboard — surfacing, for the first time, a 99-day DSO, roughly half of invoiced revenue uncollected, a large balance aged past 90 days, critical customer concentration, and 330 data anomalies across disconnected systems.
- Margin & revenue reconciliation:** cross-referenced real per-product margin against the published price list and reconciled the P&L against both invoiced and collected revenue, exposing discrepancies invisible in the client's spreadsheet-based reporting.
- Process discovery & mapping:** ran structured stakeholder interviews across operations, administration and production, then mapped the complete order-to-invoice flow in per-role swimlanes, identifying single-person dependency as the primary structural risk.
- Solution design:** scoped a mobile-first inventory system (QR label capture plus plain-language stock adjustments) built around how the operations lead actually works on the floor, instead of a desktop-only ERP assumption.
- Second engagement:** defined requirements for document and template automation at a civil-law practice, translating recurring manual paperwork into an automatable specification.

Full-Stack Development — Career Transition

Oct 2024 - Jul 2026

Professional certification · four projects shipped · Guadalajara, Mexico

- Completed the Codecademy Full-Stack Developer Professional Certification (March 2026) and continued into the Full-Stack Engineer career path — 44 of 50 units, 5 of 6 exams passed, 94% average.
- Built and shipped four projects in the open during this period: a local-first review tool in Next.js 16 / React 19, two Python tools, and a plugin published to a public package registry.

Ingenuity Studios Inc.

Oct 2021 – Oct 2024

Digital Composer (Contractor) · Fully Remote (Los Angeles, USA)

- Worked daily inside massive automated client pipelines, collaborating with pipeline engineers, technical supervisors and artists to keep multi-team workflows running at scale.
- Investigated, isolated and debugged complex operational bottlenecks, script inconsistencies and data-integration failures in live, high-pressure delivery environments.
- Delivered remotely from Mexico to a US studio for three years against strict client deadlines and quality gates for feature-film and commercial productions.

La Covacha

Apr 2020 – Apr 2021

Postproduction Artist · Guadalajara, Mexico

- Engineered logic-driven, reusable node environments to automate asset compilation and optimise render loops, reducing manual repetition across projects.

MPC

Sep 2019 – Dec 2019

Compositing Artist · Vancouver, Canada

LFT Studio

Dec 2017 – Jun 2018

VFX Generalist · Guadalajara, Mexico

SELECTED SOFTWARE PROJECTS

Production Asset Tracker

Full-Stack Web Application

github.com/edgarcia/vfx/production-asset-tracker

- **Product:** local-first review and tracking app for versioned media — frame-accurate playback, drawn annotations, threaded notes and per-version status, organised by project and shot.
- **Architecture:** Next.js 16 App Router with React 19 Server Components and type-safe Server Actions for low-latency data operations.
- **Data:** SQLite via better-sqlite3 with Drizzle ORM — schema, migrations and queries fully typed end to end, with Zod validation at the boundaries.

Plate

Desktop Automation Utility (Python)

github.com/edgarcia/vfx/plate

- **Process automation:** collapses a repetitive multi-step manual workflow into a single guided operation, removing setup time and human error for end users.
- **Engineering:** cross-platform native GUI in Python 3.13+ and PySide6, with a background job queue for batch processing and a parallel CLI for scripted/unattended runs.

comfy-watch

Real-Time Monitoring CLI

github.com/edgarcia/vfx/comfy-watch

- Terminal observability tool that connects to a remote service over WebSocket and streams live execution events, progress percentages and error states.

PlateTrack

Published Open-Source Package

github.com/edgarcia/vfx/comfyui-platetrack

- Authored and published a plugin to a public package registry (v0.1.0), passing automated validation and security checks; distributed as a one-click install for end users.

EDUCATION & TRAINING

Codecademy — Full-Stack Developer

Professional Certification · March 2026

100% course completion, credential ID 697BCFFA21. JavaScript/TypeScript, React, Node.js, Express, SQL & PostgreSQL, REST API design, authentication, testing and Git workflows. Continuing in the Full-Stack Engineer career path — 44/50 units, 94% average.

Vancouver Film School — Diploma, 3D Animation & Visual Effects

Vancouver, Canada

Universidad Marista de Guadalajara — Bachelor's Degree, 3D Animation & Video Game Development

Guadalajara, Mexico

UNIAT — Professional Diplomas — Video Game Programming (Unity) · Digital Compositing (Nuke)