

RESUME ALEJANDRO ROMANO SENIOR SOFTWARE & PRODUCT ENGINEER		
	alejandro@martyr.shop English (proficient) · Spanish (native)	malejandro.com github.com/Arecsu
		Remote (UTC-3) San Miguel de Tucumán, Argentina
CAREER SUMMARY	Engineer and visual artist with 6+ years shaping digital products and high-craft web experiences for independent studios, record labels, and creative brands across the globe. I move fluidly between product direction, UX/UI, architecture, motion, and 3D — carrying projects from concept through deployment, balancing sound technical decisions with a strong finished result. I work with clients and collaborators, turning ambiguous problems into clear requirements and explaining trade-offs in plain terms. AI supports exploration and implementation. Judgment and quality stay mine. Open-source contributor, with patches and reports accepted by Google, Microsoft, GNOME, and others.	
CORE SKILLS	Code → TypeScript · JavaScript · Python · HTML/CSS · Astro · Svelte · Vite · Vue/Nuxt · Three.js Systems → Cloudflare · Shopify · GraphQL · Linux · Docker · Electron Design → UX/UI · Figma · Photoshop · Blender Practices → Web performance optimization · Software testing · Deployment	
EXPERIENCE PROFESSIONAL	martyr— / England, UK / https://martyr.shop 2019 – Present Founder & Product Engineer Digital art supply store with strong focus on experimental, avant-garde graphical assets for creatives worldwide. Built the brand, product catalogue, storefront, UI/UX, infrastructure, and every product on it. More than 600 products sold across Europe, North America, and Asia. Web Store. Built and operated the privacy-first commerce platform end-to-end, from product and brand system through production infrastructure. Astro · Svelte · TypeScript · GraphQL · Shopify · Python · Payload · Docker · Cloudflare ZMOK. Created an open-source 3D renderer for Photoshop mockups on macOS and Windows. Electron · Three.js · VBScript · AppleScript mönk / England, UK / https://monkstudeyo.com 2023 – Present Web & Interactive Systems Engineer Independent design practice based between Beirut and London, working with clients including PSLab, Kremer Racing, Judas Mordache, DINAKAMAL, and The Branding Collective. mönk-viewer. Built a custom 3D viewer for fine-art products with museum-grade realism — physically accurate glass, brushed aluminum frames, and AR support for iOS and Android. Three.js · TypeScript · Vite · GLSL · Blender Web Portfolio & Store. Migrated and rebuilt from Webflow, including a custom data migration strategy. Shopify · Liquid · JavaScript · Alpine.js · Three.js Kurate Music / England, UK 2022 – 2023 Web Engineer UK independent record label whose catalogue has amassed hundreds of millions of streams globally, with artists like Øneheart and Julien Marchal. Awarded 6 RIAA gold certifications. Internal Wiki Platform. Designed and built a private knowledge platform for staff and artists, including a secure authentication system. Vue · Nuxt · TypeScript · Directus · Vercel	
OPEN SOURCE CONTRIBUTIONS	Patch → Google / Chromium Patch → Google / model-viewer Patch → Microsoft / VSCode Patch → Darktable Report → GNOME / Desktop	Patch → Three.js Patch → Astro Patch → Nuxt Patch → MONOGRID / gainmap-js Report → Payload CMS