

Tao Zamorano

Product Engineer

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tao.cl | github.com/taolicus

Product Engineer with 10+ years of experience building for the web. Favours simple clear architecture, minimal dependencies and software that remains understandable as it grows. Brings commercial frontend and backend experience together with a practical approach to coding agents, clear scope, relevant context and verification of what actually works.

Technical Skills

Web development: JavaScript, TypeScript, PHP, React, Angular, Vue, Next.js, Laravel, WordPress

Backend and operations: REST APIs, MySQL, Linux, Nginx; Go and Server-Sent Events in independent projects

Quality and delivery: Git, GitHub Actions, GitLab, Playwright, Sentry, code review

AI-assisted engineering: Agent-assisted development with Cursor; OpenCode for personal projects

Professional Experience

Mid-Level Engineer | Hyve Managed Hosting

Sep 2025 – Oct 2026 | UK

- Maintained the company's support ticketing system, working primarily with Angular.

Angular · C# · Sentry · GitLab · Playwright

Front-end Developer | M10c

Oct 2024 – Jun 2025 | UK

- Developed three web applications for Coca-Cola's international Share a Coke campaign.

React · TypeScript · Next.js · Vercel · Playwright

Developer | Archetype

Jan 2020 – Aug 2024 | UK

- Developed and maintained custom websites, infographics and interactive media for 10+ international clients.
- Collaborated with international teams across more than four time zones.

PHP · WordPress / Bedrock / Sage · Laravel · Vue · React · REST APIs

Web and IoT Developer | DataFlow

Nov 2017 – Mar 2019 | Chile

- Developed the corporate website and IoT monitoring solutions for public-sector and enterprise clients.
- Led technical upskilling for three developers in modern JavaScript web and mobile development.

JavaScript · Node-RED · MQTT · Ionic · REST APIs

Earlier Professional Experience

Full Stack Developer | Bindex

Aug 2016 – Dec 2017 | Chile

- Maintained an investment analysis application with automated data scraping for financial return predictions.
- Managed server infrastructure, database migrations and environment configuration.

PHP · Python · CodeIgniter · Nginx · MySQL · Linux

Selected Independent Projects

Bootstrap — Agent Development Workflow

Reusable POSIX shell tooling for repository-based, agent-assisted development.

- Designed a workflow for bounded tasks, acceptance criteria, persistent project knowledge and explicit stopping rules; applied it across personal projects.
- Implemented versioned upgrades using SHA-256 manifests to preserve local edits, plus linting for work-item dependencies, outcome records and relative links.

github.com/taolicus/bootstrap

Multiplayer Mini Games — KXP, Asteroids and Komikan

Three live Go web games built with coding agents using the Bootstrap workflow, with scoped tasks, recorded technical decisions and explicit verification.

- KXP: real-time rock-paper-scissors with server-authoritative rules and matchmaking over Server-Sent Events and HTTP POST; CI covers Go tests, race detection and Playwright browser checks.
- Asteroids: a cooperative game where two players share one ship as pilot and gunner, with server-side simulation, Canvas rendering and live state synchronisation.
- Komikan: a web adaptation of the Mapuche board game, with configurable rules, shared rooms and tests covering complete games, persistence and concurrent moves.

KXP: kxp.pifia.net | [Source](#)

Asteroids: asteroids.pifia.net | [Source](#)

Komikan: komikan.tequionet.org | [Source](#)

Education and Professional Development

Machine Learning Bootcamp — Machine Learning Institute | UK | Jun – Jul 2025

Analyst Programmer — INACAP | Chile | 2013 – 2016

Visual Communication Design studies — UTEM | Chile | 2007 – 2009

Languages

English: Fluent | Spanish: Native