

Elba Chimilio

Senior Full-Stack Software Engineer

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SUMMARY

Senior Full-Stack Software Engineer with 6+ years of experience leading the design and delivery of scalable, full-stack systems. I focus on and want to continue driving technical strategy, shaping architecture, and enabling teams to build high-quality, performant platforms that align with product and business objectives.

PROFESSIONAL EXPERIENCE

Phrase Health | Remote (Full-time)

Principal Engineering Manager

November 2025 - Present

- Lead end-to-end ownership of front-end and back-end architecture for a platform supporting ~6,000 users across 12 healthcare organizations, driving scalability, reliability, and technical strategy.
- Facilitate sprint planning and backlog prioritization, breaking down high-level product requirements into detailed technical tasks with clear objectives and timelines, aligning team efforts with business goals.
- Mentor and manage a team of 6 engineers through biweekly 1:1s, performance reviews, and hands-on technical leadership (peer reviews and pair programming), driving code quality, growth, and team cohesion.
- Drove the migration from Postgres to Snowflake-backed analytics, reducing chart load times from up to 2+ minutes to 5–8s, significantly improving user experience and wait times by over 90%.

Senior Software Engineer, Front-End Tech Lead

August 2024 - November 2025

- Led and implemented a full UI/UX redesign of our main application within 2 months, introducing TanStack React Router for routing and Tailwind to standardize and scale the design system.
- Owned release management across client, API, and database layers, delivering bi-weekly production releases via automated Jenkins pipelines with detailed versioning and documentation.

Software Engineer, Team Member

March 2022 - August 2024

- Built full-stack data visualization tools with React, TypeScript, and Recharts, optimizing APIs, SQL queries, and database migrations to enable fast, responsive analysis of large-scale EHR and clinical datasets.
- Delivered a greenfield project within 6 months, implementing authentication, API, and database integrations, and 10+ analytics dashboards for pharmaceutical data insights.

Advanced tech skills & tools: React.js, TypeScript, React Query, Redux, Node.js, Postgres, SQL, DBeaver, Jenkins, Git, Tailwind CSS

HyperQube | Remote

November 2020 - March 2022

Software Engineer, Team Member (Full-time)

- Developed 50+ reusable and maintainable front-end components using React.js, TypeScript, Material-UI, and MobX to enhance how the application expedited virtually replicating entire business infrastructures.
- Debugged, contributed, and tested the API and back-end infrastructure using GraphQL, NestJS, and Insomnia, which helped in reducing our bug reports by over 60%.
- Successfully met requirements for Scrum methodology of two-week sprints, leading our web app from build version 2.0 to version 3.0 within 7 months, which involved iterating over 15 epics and 75 stories.

Advanced tech skills & tools: React.js, TypeScript, GraphQL, MobX, NestJS, Insomnia, Docker, Git, Guacamole JS Client, Material-UI

Univers Tech | Fort-Lauderdale, Florida

January 2020 - June 2020

Front-End Web Developer, Front-End Team (Full-time)

- Optimized and maintained a Project Management and Ticketing System application with desktop, tablet, and mobile versions using JavaScript (React.js), DynamoDB, HTML5, and SCSS/CSS.
- Integrated Front-End software design patterns, such as asynchronicity, data binding, and object-oriented programming, and promises to cultivate code production and enhance product definition, led to a reduction of over 20% in necessary API calls.

Advanced tech skills & tools: React.js, JavaScript, HTML5, CSS3/SCSS, Git

PROJECTS

Connecting With Intention

February 2026

Launched a professional business website featuring user-friendly navigation to access counseling services, a comprehensive FAQ section, an engaging About page, and a streamlined contact form.

Mellow Golem Games

November 2023 - May 2024

- Contributed to various ongoing gaming projects, including developing the “Random Tavern Generator” and “Dungeon Maker” games, using Next.js for efficient web application building and Tailwind CSS for responsive design.
- **Project Link:** <https://github.com/mellow-golem-games>

Advanced tech skills & tools: Next.js, TypeScript, Zustand, Canvas, Tailwind CSS, Git

EDUCATION

Ironhack, Miami, Florida

August 2019 - October 2019

Certificate: Full-Stack Web Development

University of Florida, Gainesville, Florida

August 2014 - December 2018

Degree: Bachelor of Arts in Philosophy