Armando Muñoz

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Education

Instituto Tecnológico de Nuevo León   Nuevo León, MX
Computational Systems Engineer, Engineering.   July 2019
Relevant Coursework: Artificial Intelligence

Experience

1xBet   Remote
Senior Front-end Developer   July 2023 - Present
- Developing a fintech platform, focusing on withdrawals, deposits, and online betting features.
- Engineered secure and efficient withdrawal and deposit functionalities. This helps users manage their funds more easily.
- Using Vue's reactive data binding to keep odds and betting options updated in real-time.
- Creating reusable components for betting modules like bet slips, odds displays, and live event trackers with Vue's component-based architecture.
- Facilitate navigation between betting markets and events using Vue Router.
- Streamlining development with Vue CLI, for fast iteration and quick feature deployment.
- Worked on online betting features, including live odds display and bet placement, to increase engagement.
- Developed betting games with WebGL tech.

Maestro.io   Remote
Mid-Senior Full-stack Developer   May 2020 - May 2023
- Heading up the real-time feature engineering, building live chats, polls and interactive elements for live streams and VODs. Using WebSockets to make it happen.
- Creating a React-based UI gallery. Flexible enough for customized video experiences, branding, all live and direct.
- Advanced video controls—playback speed tweaks, WebVTT subtitles, for extra flair and accessibility.
- Integrated video calls within the platform with WebRTC.
- Introduced Firebase into the codebase for seamless real-time data synchronization.

Paxico   Remote
Software Engineer   May 2015 - May 2020
- Developed a robust load testing platform aimed at simulating high-traffic scenarios and evaluating system performance.
- Utilized Rust and Go to create terminal-based tools for developing scalable and efficient load tests.
- Architected the system to handle large-scale simulations, ensuring scalability and performance.
- Implemented analyze performance metrics to identify bottlenecks through the platform.

Leadership & Activities

Maestro.io   Remote
Tech Lead   January 2021 - May 2023
- Mentoring junior developers in front-end technologies such as React, Vue.js, and TypeScript.
- Providing guidance on best practices, code reviews, and troubleshooting.

Skills & Interests

Technical: Rust, C, Go, JavaScript / Typescript, Python.
Language: English (Advanced), Spanish (Native)
Interests: Low level programming, game dev, front-end frameworks.