

# ARMANDO MUÑOZ

Full Stack Developer

## CONTACT

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/Stuff7

My Site

## LANGUAGES

English

Spanish

## HARD SKILLS

Typescript	Express
JavaScript	Koa
React	Rust
Redux	Tokio-rs / Axum
Redux Sagas	Actix Web
Redux Toolkit	Rocket.rs
React Router	Python
Svelte	MongoDB
SvelteKit	Firebase
CSS	Jest
SASS	Git
Node.js	SCRUM
Figma	JIRA

## SOFT SKILLS

>> Teamwork  
>> Time management  
>> Resilience  
>> Team spirit  
>> Communication skills



## Experience

8+ years

### Full Stack Developer @Maestro Interactive (2020-2023)

3 years

Los Angeles, California (Fully remote)

At Maestro, I played a pivotal role in developing the Maestro platform. I worked with an international team, collaborating closely with designers and product managers to create an immersive UI. I utilized my expertise in React, Typescript and Redux to enhance the platform's functionality with dynamic building blocks like video carousels, customizable forms, image galleries, and content grids.

One of my significant achievements was the seamless integration of Maestro Studio, a video call application within the main platform. By leveraging WebRTC and WebSockets, I enabled real-time communication for creators to engage with their audience, host virtual events, and broadcast live performances.

Furthermore, I collaborated with data engineers to implement powerful analytics capabilities using Elasticsearch and BigQuery. This allowed creators to gain valuable insights into audience engagement, user behavior, and content performance, enabling data-driven decision-making.

### Full Stack Developer @Paxico Technologies (2015-2020)

5 years

Tijuana, Baja California (Fully remote)

During my tenure at Paxico Technologies, I had the opportunity to work on a project centered around the development of a platform aimed at empowering companies to conduct comprehensive load tests on their products. In this role, I gained a deep understanding of the intricacies of load testing and performance optimization strategies.

Moreover, I played a pivotal role in developing intelligent algorithms and predictive models, empowering organizations to anticipate and mitigate performance issues before they manifest in production environments. Leveraging cutting-edge machine learning techniques and statistical analysis, I designed novel solutions that allowed for accurate predictions of system behavior under varying workloads, enabling businesses to proactively fine-tune their applications for optimal performance.

### Full Stack Developer @Self-employed (2013-2015)

2 years

Nuevo Leon, Mexico

As a self-employed freelancer, I undertook diverse projects that showcased my ability to work independently and deliver exceptional results. One notable project involved the creation of a file system interface for cloud storage, with a primary focus on Google Drive. Leveraging my expertise in Svelte and Axum (in Rust), I developed a robust and user-friendly interface that seamlessly integrated with Google Drive, enhancing file management and accessibility for users.

Additionally, I gained extensive knowledge of video-related technologies during this period. Working with FFMPEG in the backend, I acquired expertise in generating video thumbnails and implementing custom video controls. Notably, I successfully implemented thumbnail atlases, similar to the ones seen on platforms like YouTube, enabling users to preview video content by hovering over the reproduction bar.