Joseph Michael Martinez

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Links: GitHub Repositories | LinkedIn | Personal Website

EDUCATION

Loyola Marymount University
Bachelor of Science, Computer Science   **May 2019**
Graduated Cum Laude, Dean's List 2015-2019   *GPA 3.64*

SKILLS

- Languages: JavaScript, TypeScript, Java, HTML, CSS, Python, C++, C, C#, Hack, PHP, and Elm
- Frameworks/Libraries: React, Next.js, Spring Boot, Redux, Redis, GraphQL, Loopback, EOS, and Angular
- Databases: MongoDB, MySQL, PostgreSQL, Oracle, and Cassandra
- Tools/Technologies: REST, AWS, Docker, NodeJS, Git, and CodeQL

TECHNICAL EXPERIENCE

AT&T (via TEKsystems)   **Remote**
Full Stack Engineer   *Apr 2025 – Sep 2025*

- Mentored engineering teams on **GraphQL**, **Node.js**, and **TypeScript** integration, driving a 60% increase in API efficiency across enterprise-scale applications
- Refactored legacy **React** and **Java Spring Boot** components, enhancing accessibility, reducing frontend bugs by 30%, and improving backend validation
- Optimized data access patterns in **PostgreSQL**, reducing query times and strengthening backend reliability
- Delivered major improvements in **TDD**, leveraging **JUnit** and **Jest,** resulting in a 38% increase in code coverage and 42% reduction in post-deployment defects across enterprise applications
- Reduced backend security vulnerabilities by 47% through a pre-commit **CodeQL** scanning pipeline integrated into **Git** workflows, enabling early detection of issues before production

Smile Brands Inc.   **Remote**
Full Stack Engineer: *Aug 2022 – Apr 2025*

- Designed and developed scalable backend services using **Node.js, TypeScript, GraphQL,** and **PostgreSQL**, powering appointment scheduling, authentication, and billing workflows
- Built and maintained **REST** and **GraphQL APIs**, enabling interoperability across distributed services and reducing downtime during deployments by 40%
- Developed responsive UIs in **React** and **Next.js**, ensuring seamless integration with **GraphQL** and improving usability for scheduling and data management systems
- Led implementation of best practices for code standards, rigorous testing protocols in **Jest** and **Mocha**, and comprehensive code review processes within **GitHub**, resulting in a 50% reduction in time spent on refactoring and bug fixes

Meta   **Remote**
Full Stack Engineer: *July 2021 – Present*

- Refactored backend processes in **GraphQL**, reducing payload delivery times by **50%**, improving responsiveness for **React** front-end applications used by millions of users
- Enhanced backend error handling in **Hack**, decreasing malformed purchase requests by **28%** and improving reliability of financial transactions
- Developed rollout of reusable **React** components (menus, dropdowns, buttons) adhering to Meta design protocols, standardizing UI patterns and accelerating feature delivery
- Built and executed comprehensive unit and integration tests with **Jest** and **Mocha**, increasing test coverage and safeguarding user experience across high-traffic features

Vero - Ojingo Labs, Inc.   **Los Angeles, CA**
Full Stack Engineer: *Aug 2019 – July 2021*
- Constructed a comprehensive Subscription Portal with **React/Materiaul-UI** components, utilizing **Redux** for state management, **PostgreSQL** for data storage, and **Node.js** for server side management
- Built **React** components with **Material-UI** and **Formik** to support dynamic data tables and form handling, improving UX and aligning with accessibility and pagination best practices
- Developed and deployed an Admin Privileges Structure in **React** and **Node.js/Express** with **TypeScript**, strengthening security and reducing unauthorized access issues

Rocket Software, Inc.   **Austin, TX**
Full Stack Intern: *May 2018 – August 2018*
- Built **Angular** components with **TypeScript** to implement front-end features from design mockups, ensuring alignment with company guidelines and UX standards
- Developed a custom search engine to parse user input and integrate results from multiple backend **microservices**, improving data retrieval speed by 30%
- Partnered with senior engineers in iterative design sessions to refine UI features, leading to a more intuitive user interface and improved usability testing results

Rezerv   **Westchester, CA**
Full Stack Engineer: *June 2017 – Aug 2019*
- Designed and modified **RESTful API** endpoints in **Node.js** to handle new categories of user-generated data, supporting a 3x growth in platform features
- Created **MongoDB** database schemas and optimized queries to adapt to evolving user data needs, improving system scalability and reducing query latency
- Built responsive login, homepage, and dashboard pages using **jQuery**, **Bootstrap**, and **Node.js**, enabling a seamless onboarding experience and supporting the platform's initial launch

PROJECTS

Space Listings | Full-Stack GraphQL & React Application | GraphQL-React-Full-Stack-Project
- Built a full-stack web app for adding and removing space listings using a React frontend with **Apollo Client**, a **GraphQL API** with **Apollo Server**, and **TypeScript**-based state management, showcasing dynamic **CRUD** operations and modern **API** design

AI Maze Solving | https://github.com/joeymichaelmartinez/LMU-CMSI-485/tree/master/Homework2
- Designed an inference engine with propositional logic using **Python** to guide an artificial agent through a maze with pitfalls

Web Front end Design | https://github.com/joeymichaelmartinez/Web-Front-end-Design
- Constructed front end web apps that used a pre-existing web service **API** to learn best practices for UI design. Added a reusable slider component from scratch using **JavaScript** and **jQuery** to control various features of the user interface

Interrobang | http://github.com/joeymichaelmartinez/Interrobang-JM
- Managed a team of developers and 3D artists to produce a fully realized 3D Puzzle Platformer in **Unity**. Held weekly meetings with game designers to determine realistic goals for future development

Chromophony | http://github.com/joeymichaelmartinez/Chromophony
- Interpreted Audio files into a visual medium to experience in **Unity's** built-in virtual reality client

Maze Ball Game | https://github.com/joeymichaelmartinez/LMU-CMSI-370/tree/master/direct-manipulation
- Created a web app that uses the Device accelerometer and touch input to control a ball that can destroy blocks

AudiophyleDB | https://github.com/joeymichaelmartinez/AudiophyleDB
- Used **MySQL** to store audio files and related information in a normalized database with **CRUD** functionality. Set up a front end to handle accessing and manipulating this information