John Miles Martinez

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Software Engineer with 5+ years of experience developing scalable, high-performance web & mobile applications using React, TypeScript, and Node.js. Passionate about front-end development with a strong focus on UI/UX, performance optimization, and team management. Experienced in REST API integration, real-time data synchronization, and test-driven development using Jest. Dedicated to creating efficient, maintainable, accessible, pixel-perfect user experiences.

TECHNICAL SKILLS

Languages: JavaScript (ES6+), TypeScript, HTML/CSS, SASS/LESS, SQL, Ruby, Rails
Frameworks & Libraries: React.js, React Native, Redux, Redux Saga, Bootstrap, Material UI, Node.js, Tailwind
Tools & Technologies: Websockets, Xcode, TestFlight, Jest, Unit Testing, StorybookJS, AWS, Figma, GraphQL
Practices: Scalable component architecture, performance optimization, test-driven development (TDD), REST API integration, Agile/Scrum, accessibility (WCAG), UI/UX design principles, AI-assisted development, prototyping
Platforms: Windows, Mac, iOS, Android, Web, Mobile

EMPLOYMENT HISTORY

Tactacam LLC, *Decorah, IA (Remote)*
  Software Developer, *September 2022 - March 2025*
  + Primary frontend developer for the Admin Panel, an internal tool for managing user accounts and cameras
  + Rebuilt the Admin Panel from a legacy Vue app to a modern React + TypeScript application, significantly improving speed, functionality, and scalability
  + Led and organized front-end team, as well as collaboration efforts with backend and UX teams, offering suggestions to improve API design and user flows, which streamlined development and accelerated feature releases
  + Reorganized the development workflow for Admin Panel to include unit testing and built a reusable component library with StorybookJS, **boosting test coverage by 65%** and reducing post-release bugs
  + Contributed to the Reveal and Defend web and mobile apps using React Native, developing reusable components and supporting the customer-facing team as needed

Farther, *New York, NY (Remote)*
  Software Engineer, *January 2022 - June 2022*
  + Led the development of the Open Accounts System, a web-based client management tool for financial advisors
  + Researched, presented, and implemented StoryBook and Jest into existing codebase
  + Collaborated with back-end and design teams to enhance suggested features and API flows
  + Resolved on-call bug issues by directly collaborating with advisors and debugging front-end issues
  + Authored and revised production and technical documentation

Fundamental Interactions, *New York, NY (Hybrid)*
  Software Developer, *September 2019 - January 2022*
  + Created FI Mobile, a React Native mobile app for trading and managing financial assets on iOS and Android platforms
  + Designed MidChains Onboarding, enabling users to onboard via complex, customizable admin forms
  + Built FI Onboarding & Risk Management platforms, used by admins to generate PDFs, complex form building, user data management, and custom registration questionnaires
  + Conducted interviews, onboarded, and trained new developers

  Software Developer Intern, *July 2019 - September 2019*
  + Developed front-end for Velocity Channel, a cryptocurrency news aggregator and asset management application
  + Led refactor of legacy JavaScript codebase using React, significantly improving speed, functionality, and scalability
  + Collaborated with clients to create single-page web applications from wireframes and documentation
  + Researched and integrated frameworks and packages to enhance codebase efficiency and meet client needs

PERSONAL PROJECTS

Open Hive War - Github | Demo
+ A scenario generator for the tabletop game *Necromunda*, built with React. Designed to be fully responsive and enhance gameplay by offering randomized encounters that can be shared via URL.

D&D Horde Battler - Github | Demo
+ A React-based battle simulator for *Dungeons & Dragons 5e*, enabling large-scale NPC combat.

EDUCATION

Flatiron School, *New York, NY, 2018 - 2019* – Full-Stack Web Development Immersive Program