Carlos Martinez — Full-Stack Software Engineer

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PROFESSIONAL SUMMARY

Full-Stack Software Engineer with **2.5+ years** shipping production features for **40K+ users**, from building core frontend systems other engineers relied on to full-stack analytics and AI applications.

WORK EXPERIENCE

Frontend Developer Apr 2022 – Nov 2024
Q Link Wireless Dania Beach, FL

- Built the shared frontend foundation (React, TypeScript, Redux) for a major framework migration as the first engineer on the new stack, unblocking parallel development across 3+ engineers on a platform serving **40K+ customers**
- Developed a Next.js landing page platform to replace a slow, non-SSR framework, establishing the component and styling foundation that 15+ marketing campaign pages were later built on
- Redesigned product browsing for a **200+ item catalog**, replacing a flat, unfilterable list with multi-select filtering, fuzzy search, and a separate mobile UI, giving customers control over discovery for the first time
- Reviewed peer code for logic errors and adherence to standards under a required 2-approval process, safeguarding every deployment

SKILLS

Frontend — React, JavaScript, TypeScript, Redux, Next.js, TailwindCSS, Bootstrap, Web Accessibility (WCAG/ARIA)

Backend — Node.js, Python, FastAPI, Express, MongoDB

AI — LLM Integration, Multi-Agent Systems, Prompt Engineering, Hugging Face

Tools — Vite, Vitest, Playwright, React Testing Library, Docker, Azure, Vercel, Claude Code, GitHub Actions

Computer Science Fundamentals — Data Structures, Algorithms, Complexity Analysis, Object-Oriented Design

PROJECTS

Statly — Productivity Analytics Application 2024 – 2026
React | TypeScript | Node.js | Express | MongoDB

- Built a full-stack analytics platform that syncs with the TickTick API to visualize focus sessions, tasks, and goals, redesigning its data architecture (**12,000+ focus records and 30,000+ tasks** in MongoDB documents) to cut page loads from **up to 13 seconds to under 1 second**
- Implemented site-wide accessibility (semantic HTML, ARIA attributes, keyboard navigation), tested with VoiceOver on desktop and mobile
- Integrated a Hugging Face emotion-classification model through a FastAPI microservice to auto-tag **12,000+ notes**, with chunked batch processing and emotion filtering on the frontend

Player Lens — AI Football Commentary Web Application 2026
Python | FastAPI | React | TypeScript | Microsoft Agent Framework | Azure | Docker

- Built an AI web app for a Microsoft x Premier League hackathon that commentates one chosen player for a whole match, on and off the ball, using a six-agent pipeline (Microsoft Agent Framework, GPT-4.1 mini)
- Built a code-based Fact Guard validator that checks every generated line against the match event log, with a retry and template fallback so an invented claim cannot reach the viewer
- Built a deterministic Python match simulator calibrated to real Premier League statistics (about **890 passes and 2.9 goals per match**) and searched **10,000+ seeds** for the showcase matches
- Deployed as one Docker image on Azure Container Apps, caching each minute of commentary so it is generated once under an all-time spend cap

EDUCATION

Bachelor's Degree in Computer Science Aug 2018 – Dec 2020
Florida International University Miami, FL