

Armando Sosa

Tech Lead

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Professional Summary

Frontend engineering leader with 21+ years of experience building high-performance web platforms, designing developer tooling, and leading distributed teams. Architect of production systems that have run for nearly a decade — including a custom React/DOM rendering engine for real-time audio sync, an AI-powered localization platform, and a bespoke static deployment system with rollback capabilities. Deep expertise in React, TypeScript, and modern JavaScript, grounded in strong UX/UI design foundations. Proven ability to own both engineering and design leadership simultaneously, mentor engineers across seniority levels, and collaborate with product and design leaders in fully remote, international environments.

Professional Experience

Tech Lead & Frontend Architect — [Jiveworld](#) August 2018 – Present

Remote · Full-time · 7+ years

- Architected the entire frontend platform from greenfield, designing the technical foundations that have sustained a production application for 8+ years.
- Engineered a custom high-performance React/DOM rendering library enabling frame-accurate, real-time audio synchronization — a core differentiator of the product requiring novel solutions beyond what standard React patterns could deliver.
- Built and shipped a hybrid web/native/offline application, navigating cross-environment compatibility, service workers, and offline-first data strategies.
- Designed and implemented an AI-powered localization system using custom agents and CLI workflows, enabling full localization of both the consumer application and internal business-development tools.
- Built and maintained a modular component library and design system, enabling consistent UI patterns and accelerating feature delivery across the team.
- Led and mentored a team of 3–5 frontend engineers across disciplines, establishing code review standards, documentation practices, and engineering workflows in a fully remote setting.
- Continuously modernized an 8-year-old codebase: migrated to TypeScript, improved CI/CD pipelines, started initiative to implement WCAG accessibility standards, and maintained cross-browser compatibility throughout.
- Collaborated with product, UX, and backend teams across international time zones, translating requirements into scalable, maintainable frontend architecture.

Frontend Engineering & Design Lead — [Paid](#) August 2015 – July 2018

Remote · Full-time · 3 years

- Owned both frontend engineering and design leadership simultaneously, serving as the sole authority across UI engineering, UX design, and design engineering for a small, fast-moving team.

- Built the customer-facing dashboard and internal admin tools from scratch using a custom React metaframework, designing the architecture and component system to support both surfaces.
- Designed and implemented a custom static deployment pipeline with built-in rollback capabilities, giving the team reliable, zero-downtime releases without third-party infrastructure dependencies.
- Drove React adoption and performance optimization across all product surfaces, establishing frontend architecture patterns the team continued to build on.

Engineering Advisor (Hacker in Residence) — [Socialatom Ventures](#) August 2014 – August 2015

Remote · Full-time · 1 year

- Provided frontend engineering guidance and technical mentorship to portfolio startup teams, advising on architecture, stack decisions, and team structure.
- Led frontend migration efforts from legacy jQuery and Backbone.js flows to React — as early as 2014, among the earliest production React adopters in the region.
- Advised on product development strategy, helping founding teams align technical execution with business goals.

Software Engineer & Co-founding Contributor — [Onswipe](#) August 2010 – June 2014

Remote · Full-time · 4 years

- Built the founding technology that led to Onswipe's creation: a WordPress plugin (2009) that transformed any WP site into a touch-friendly, tablet-optimized web publication — the product that attracted initial VC funding.
- Authored the custom JavaScript touch interaction library underlying the plugin, which was later scaled into the Onswipe Platform and deployed across all WordPress.com blogs.
- Built a custom WYSIWYG creative editor for Onswipe's ad platform, enabling media buyers to design rich interactive ad units directly within the product.
- Contributed to the ad platform's core architecture; the platform was adopted by clients including The New York Times and remained in production until Onswipe's closure in ~2015.
- Led special development initiatives and experimental features as part of the core engineering team throughout the company's growth from seed to VC-funded scale.

Selected Consulting (2006 – 2011)

Design and frontend development consulting across international clients:

- Astrata Software — Design Consultant (2007–2011)
- PadPressed — Lead Developer (2010)
- Crowdvine — Design Consultant (2010)
- Cake Software Foundation — Design Consultant (2006–2010)
- TrendGal — Web Development Consultant (2007–2010)
- Panabee — Design Consultant (2009–2010)
- Mexico Web 2.0 — Design Consultant & Conference Speaker (2008–2009)

Personal Projects

Palabrije.com — Multilingual Word Puzzle Game2024 – Present

palabrije.com

- Designed and built a multilingual word puzzle game entirely solo — product concept, game logic, and visual design — using TypeScript, React, and Canvas.
- Supports multiple languages out of the box, demonstrating practical experience with internationalization and localization in a consumer-facing product.

PlayBloops.com — Connect-Tiles Puzzle Game2024 – Present

playbloops.com

- Independently designed and developed a connect-tiles puzzle game in the style of Dots/Candy Crush, using TypeScript, React, and Canvas.
- Both projects developed with AI-assisted workflows, reflecting ongoing exploration of AI-augmented development practices.

Technical Skills

Languages & Core: TypeScript, JavaScript (ES2024), HTML5, CSS3, SASS, PHP, MySQL

Frameworks & Libraries: React, Next.js, Node.js, Web Components, CakePHP, WordPress

Architecture: Frontend platform architecture, design systems, component libraries, custom metaframeworks, micro-frontend patterns, state management, build tooling & bundlers

DevOps & Tooling: CI/CD pipelines, static deployment systems, Git, performance monitoring, accessibility (WCAG), responsive design, cross-browser compatibility

AI & Automation: AI-powered localization pipelines, CLI agent workflows, AI-assisted development tooling

Design: UX/UI design, information architecture, Figma, Photoshop, Illustrator

Leadership: Remote team leadership, cross-functional collaboration, technical mentoring, distributed team management, engineering-design dual ownership

Languages

English: C2 Proficient — EF SET Certificate 75/100

Spanish: Native

Education

Technical Studies — Universidad Univer2002 – 2005

Technical Education — CBTis 2461997 – 2000