

Luis Armendariz

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Professional Summary

Software Engineer with over 3 years of experience specializing in React.js development and cross-team collaboration. Proven track record of translating complex business requirements into scalable web applications, with expertise in modern JavaScript frameworks, responsive design, and UX best practices. Experienced in working closely with stakeholders to deliver high-quality, user-centric solutions.

Work Experience

Freelance Software Engineer | Glitchtip

04/2024 - Present

- Led UX engineering and requirements scoping for error tracking and performance monitoring features, translating stakeholder needs into technical specifications and user-centered design solutions.
- Modernized Angular frontend by migrating legacy components to Angular Material 3 design system, implementing reusable component library to improve UI consistency and reduce future development time.
- Engineered interactive data visualization and filtering components through rapid prototyping, contributing to open-source codebase.

Freelance Software Engineer | Civicsearch.org

05/2024 - 03/2025

- Redesigned and implemented a data discovery application from wireframe to production, transforming city council meeting transcripts into a searchable, user-friendly resource, with custom components.
- Improved navigation and topic exploration features based on location, optimizing the presentation of large datasets for seamless user interaction.
- Refactored the codebase to reduce technical debt and improve maintainability and scalability by implementing best React practices, optimizing render performance, streamlining state management, and transitioning data fetching to SWR.

Software Engineer | Moven

01/2022 - 12/2023

- Developed highly customizable and visually responsive finance and banking libraries React Native. Leveraged GraphQL and Redux for optimized state management and data fetching, delivering a seamless user experience and scalable solutions that served millions of users worldwide.
- Streamlined UI testing and validation by implementing Storybook in a CI/CD pipeline, resulting in a reduction in bug reports and increase in deployment speed.
- Collaborated with designers and backend developers to align GraphQL schemas with frontend requirements, reducing integration time by 12% and delivering 12 frontend features with seamless data integration.
- Orchestrated a team of 3 developers to transition our React Native product to React; collaborated with designers and product team to enhance UI/UX, emphasizing code reusability and best React practices to ensure optimal performance and maintainability.

Mobile App Developer Intern | PRANOS.ai

06/2021 - 03/2023

- Spearheaded the design of the application's user flows and design language, crafting the company's hi-fidelity wireframes and UX design using Figma. Rapid prototyping with Tailwind CSS.
- Built a React Native client app for controlling embedded hardware via Bluetooth Low Energy Client/Server architecture.
- Orchestrated project management operations by optimizing Jira task tracking, maintaining GitHub repository for intern group, and enforcing PR code quality via GitHub actions. Achieved 18% decrease in code review time and 30% enhancement in code quality metrics.

App Prototyping Intern | Trees.app

06/2021 - 08/2021

- Leveraged quantitative UX research to streamline the onboarding process in React Native, reducing average time by 90 seconds and driving enhanced user engagement across teams boundaries.
- Introduced Docker into development workflows to establish consistent environments for the team, reducing setup time by an average of 3 minutes and greatly enhancing the efficiency of onboarding new engineers.
- Developed and optimized SQL queries in PostgreSQL to extract and manipulate data, supporting the integration of new features in a RESTful API built with Express.js.

Research Projects

LLM-Driven Educational Game System:

01/2025 - Present

Architecting a full-stack educational journalism simulation using Next.js, TypeScript and PostgreSQL. Designed multi-layered NPC conversation system with AI-powered fact extraction, cross-session memory persistence, and Chain-of-Verification to prevent hallucinations in educational narratives. Collaborating with Concordia communications PhD researcher to develop a classroom interface for teaching media literacy. Preparing research paper for CHI 2026 conference submission.

Education

Georgia Institute of Technology | M.S. Computer Science
Cal Poly San Luis Obispo | B.S. Software Engineering

Expected 05/2027
Graduated 12/2021

Technologies, and Skills

TypeScript | JavaScript | Python | Java | Kotlin | SQL | CSS | React | React Native | Next.js | Angular | Redux | SWR | Node.js | Express.js | REST API | GraphQL | Prisma | PostgreSQL | DynamoDB | AWS Lambda | Vercel | Git | GitHub | CI/CD | OAuth | Figma