

Jose Martin Gonzalez

Software & AI Engineer

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Full-stack engineer with 7+ years shipping production software across web, mobile, and AI systems. AI-native builder who designs, ships, and owns end-to-end — from data pipelines and LLM classification systems to real-time TypeScript/React applications. Currently building data-analysis and multi-modal platforms; previously led accessibility initiatives and large-scale framework migrations.

EXPERIENCE

Senior Software Engineer — Sophelio | August 2025 – Present

- Building a data analysis module using dimensional reduction techniques to visualize high-dimensional data.
- Designing and shipping a multi-modal platform integrating existing and new analysis modules into a unified product experience.
- Debugging and maintaining production modules and the customer-facing storefront end-to-end.

Software Engineer — Carnegie Learning | February 2021 – July 2025

- Led a team implementing resolutions from a VPAT accessibility audit, materially improving product accessibility for student users.
- Drove migration of student-facing legacy software from AngularJS to Angular across a TypeScript codebase used by tens of thousands of students.
- Shipped Web Speech API integration to support accessibility features end-to-end, from design to deployment.
- Maintained and incrementally modernized legacy reporting UI used by instructors across the platform.
- Built unit tests and developer environments across multiple projects to enable faster, safer shipping.
- Supported QA by owning builds and deployments; presented technical topics at internal engineering forums.

Product Configurator Developer — Steves and Sons | August 2017 – December 2019

- Managed a third-party configurator application hosted by Home Depot for special and custom orders.

7th Grade Math Teacher — Myra Green, Raymondville ISD | August 2013 – June 2015

- Taught the most wonderful group of young adults that Math is as important as their voice.

NOTABLE PROJECTS

TijuanaClawFights.com — TypeScript, React, WebSocket, MLC Web-LLM, WebGPU, Anthropic Claude, Apple MLX, Swift

- Built a real-time WebSocket fighting game with LLM-driven agents — in-browser inference via MLC Web-LLM and WebGPU, server-side Anthropic Claude (Haiku) with a 140ms timeout and heuristic fallback inside a 200ms game-tick budget, and on-device Apple MLX inference in a companion SwiftUI iOS client.
- Designed the latency-budgeted agent architecture to balance model quality against real-time gameplay constraints; iOS prompt evolution feeds back into the server-side fighter agent.

Passage — Swift, ARKit, visionOS, RealityKit

- Collaborative project started by a couple of friends; I built the 3D world environments and added hand-gesture locomotion to move through the scene.

YourCityVsAI.com — Python, FastAPI, TypeScript, LiteLLM, Ollama, MLX, DeepSeek, Anthropic SDK, Playwright, SQLite

- AI-powered job market comparison tool visualizing AI engineering hiring across San Francisco, Austin, NYC, and Remote, built end-to-end from ingestion to dashboard.

- Developed a 3-tier autonomous ingestion pipeline combining hand-written ATS connectors, LLM-generated dynamic API clients, and Playwright-based browser extraction to aggregate ~38K active listings from 158 sources.
- Implemented a multi-model eval harness across 11 LLMs from 6 providers (via LiteLLM), identifying DeepSeek V3.2 as the optimal classifier at 26x lower cost than Claude Sonnet.
- Engineered a 3-layer chain-of-thought classification prompt achieving 92% precision and 92% recall on a 70-case adversarial benchmark, deployed at under \$0.001 per inference in production.
- Built supporting infrastructure: 364 pytest unit tests, a custom eval framework with pass@k metrics and an autoresearch loop, scikit-learn TF-IDF role classifier, and a daily APScheduler/launchd ingestion job with an ECharts trends dashboard.

SKILLS

Languages: TypeScript, JavaScript, Python, Swift, SQL, C, C++

Web & Backend: React, Angular, Node.js, Express, FastAPI, WebSocket, WebGPU, Socket.io, Jinja2, uvicorn, Material-UI, Three.js, Babylon.js

AI & ML: Anthropic SDK (Claude), OpenAI SDK, MLC Web-LLM, Apple MLX, Ollama, LiteLLM, DeepSeek, LlamaIndex, LangChain, DSPy, scikit-learn, BeautifulSoup4

Data & Infrastructure: SQLite, MongoDB, Playwright, httpx, APScheduler, pytest, launchd, Git

Mobile & Spatial: Swift, SwiftUI, ARKit, RealityKit, visionOS, CoreML, Vision, UIKit, Xcode

EDUCATION

Bachelor of Science in Computer Science — Oregon State University

Bachelor of Arts in Sociology — Grinnell College