# José Williams

## Senior Fullstack Software Engineer

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## SUMMARY

Senior Fullstack Software Engineer with 8 years shipping products end to end, from domain model to production, in Python/Django, TypeScript/Node.js, React, PostgreSQL and AWS. Thoropass (compliance-audit platform, thousands of customers) hired me directly after a year as a contractor; there I designed the system that automated audit evidence collection through a single cross-tenant query layer, and built the scope engine behind every audit. Since July 2026, working solo, I built a real-time multiplayer engine and a WebXR renderer from scratch. Available for full-time or contract work, remote, with full overlap with US Eastern Time. Projects at josewilliams.dev.

## EXPERIENCE

**Senior Fullstack Software Engineer, Thoropass** New York, USA (Remote) | Nov 2021 – Jul 2026

Hired directly by Thoropass, at its request, after one year as a contractor. Key developer in a subteam of two to three engineers at a 500+ person company, building core infrastructure for a compliance-audit platform serving thousands of customers. All work aimed at shortening the time from audit kickoff to completion.

- Designed the architecture of Monitors, the automated evidence collection system, and implemented an internal SQL dialect over 15+ business models so any audit query is written once and runs across all tenants, replacing hand-maintained per-customer copies.
- Built the scope engine that defines what each audit covers, backed by 30+ business models.
- Owned the systems assigned to me end to end, including Monitors, Access Reviews, audit scoping, integrations, and automated reporting, from architecture and technical decisions to frontend, backend, and production.
- Built Access Reviews fed by integration data, replacing spreadsheet-based reviews, and embedded Sigma reports in the product so customers get insights without leaving the platform.
- Reviewed code, mentored engineers, and estimated tasks for the roadmap.

Tech: Python, Django, React, SQL, AWS, Docker, Datadog, GitHub.

**Fullstack Software Engineer, Avantica (client: Thoropass)** Remote | Nov 2020 – Nov 2021

Placed with Thoropass about one year after its founding to build its compliance-audit automation platform, frontend and backend.

- Built third-party integrations with AWS, Datadog, Bitbucket, and other cloud providers and vendors, turning customer data into automated evidence collection and removing manual gathering.

Tech: Python, Django, React, SQL, AWS, Docker.

**Backend Developer, Dreamcode** Quito, Ecuador (Remote) | Oct 2019 – Nov 2020

- Designed a hotel self-service kiosk platform with Domain-Driven Design and implemented the entire backend alone: booking-to-key flow, QR check-in, and an on-device agent that read the scanner and encoded physical room keys through the manufacturer driver (C#). TypeScript, NestJS, AWS Lambda, Cognito, Amplify, S3.
- Built a customer operations portal unifying 12+ third-party APIs (IoT alerts, security events, personnel), plus an AWS QuickSight template engine that builds analyses from raw SQL so non-specialists can create dashboards.

- Built a CLI and services for Wyndham to sync content to terminals across staging and production S3 with versioning, rollback, and changed-file diffs; moved processing to AWS Lambda, then AWS Batch to overcome Lambda's 15-minute limit.
- Designed and implemented an omnichannel chatbot for Neohyundai with MessageBird and Azure LUIS, routing unmatched intents to human agents as tickets. Python, Flask, MySQL, DynamoDB, AWS Lambda.

**Backend Developer, Omunzen Software** Ciudad Guayana, Venezuela (Remote) | Oct 2018 – Oct 2019

- Conceived and built nearly all of the backend for a national fuel-price and station map app in Chile: Go gRPC services, Protocol Buffers for service and clients, Redis, automated tests, deployed on AWS EC2, with a Flutter client.
- Built two Python/Flask microservices reading Chilean identity documents from phone photos with OpenCV, NumPy, scikit-learn, and Tesseract OCR; presented at a national development competition.

## INDEPENDENT WORK

**Independent Projects** Built solo | Jul 2026 – Present

- Real-time multiplayer engine: one codebase for browser, mobile, desktop and VR headsets with synchronized game state; two products shipped on it, a bullet-hell game and an FPV drone simulator.
- WebXR rendering engine written directly on WebGL2 and WebXR with no engine or libraries: lighting, scene interaction and hand tracking.

## SKILLS

**Languages:** TypeScript, JavaScript, Python, Go, SQL, PureScript, Dart, HTML, CSS

**Frontend:** React, Vite, Flutter, WebGL2, WebXR

**Backend:** Node.js, NestJS, Django, Flask, REST APIs, GraphQL, gRPC, Protocol Buffers

**Data:** PostgreSQL, MySQL, DynamoDB, Redis, Amazon S3, multi-tenant data modeling

**Cloud and DevOps:** AWS (Lambda, Batch, Cognito, Amplify, EC2, S3, QuickSight, etc.), Docker, Datadog, Git, GitHub, Linux

**Practices:** Software Architecture, Domain-Driven Design, Test-Driven Development, Software Design, Data Structures and Algorithms, Functional Programming, Code Review, Mentoring, Technical Leadership

**AI tooling:** Claude Code as primary development tool

## LANGUAGES

Spanish (native), English (advanced)