

Andrew Cox

Staff Frontend Engineer | React & TypeScript Architecture | Technical Leadership

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PROFESSIONAL SUMMARY

Staff-level frontend engineer and technical leader with 12+ years building high-traffic web products, cross-platform applications, and complex interactive systems. Deep experience in React, TypeScript, frontend architecture, modernization, accessibility, and engineering standards. Combines hands-on delivery with six+ years of leadership across multi-team organizations, including architecture sharing, mentoring, code review, hiring, and release ownership.

CORE EXPERTISE

Frontend: React, React Native, TypeScript, JavaScript, Redux, HTML, CSS, Sass, responsive UI, component architecture

Architecture: Design systems, modular frontend platforms, state management, cross-platform strategy, migration planning, API integration

Quality: Accessibility, React Testing Library, Jest, code review, release engineering, performance-minded development

Backend / Platform: Node.js, Firebase, Firestore, Firebase Functions, MongoDB, REST APIs, Electron

Leadership: Technical direction, cross-team alignment, mentorship, hiring, delivery planning, stakeholder communication

PROFESSIONAL EXPERIENCE

Founder & Principal Engineer

Jun 2025–Present

ArcanaKit Labs | Remote

- Architect and build a cross-platform React and React Native RPG platform spanning iOS, web, multiplayer sessions, campaign authoring, branching narrative, and turn-based combat.
- Own frontend and product architecture, UX design, Firebase/Firestore data modeling, authentication, real-time session state, and versioned content publishing.
- Develop reusable systems for branching routing, group decisions, character progression, combat, and creator tools while balancing mobile-first UX, accessibility, and long-term extensibility.

Principal Engineer & Director of Application

Oct 2021–Present

Kingdom Studios | Remote

- Led application architecture and hands-on development for a live multiplayer game serving tens of thousands of monthly users at peak.
- Inherited and re-architected a complex turn-based game engine; built game UI, web3/API integrations, and backend systems with React, Redux, TypeScript, Node.js, Firebase Functions, and Firestore.
- Managed a cross-functional team of 12 across frontend engineering, QA, game mechanics, art, and audio, providing technical direction, code review, one-on-ones, and process leadership.
- Drove a dependable two-week release cadence spanning planning, implementation, validation, patch notes, and community communication.

Technical Team Lead

Jun 2024–Jun 2025

Deque Systems, Inc. | Remote

- Led technical planning and hands-on implementation for Deque's axe accessibility browser extension across React, TypeScript, Node.js, and PostgreSQL.
- Provided frontend and full-stack code review, architecture guidance, and engineering documentation; integrated backend AI capabilities into an established accessibility product.
- Participated in engineering hiring through technical interviews and candidate evaluation.

Senior Frontend Engineering Manager

Jun 2020–Oct 2021

iFIT | Remote

- Managed an 18-person frontend engineering group across multiple product teams while remaining closely involved in architecture, code quality, and technical strategy.
- Established cross-team architecture forums and led hiring, code reviews, training, one-on-ones, performance reviews, and development planning.
- Advanced a major accessibility initiative and helped teams adopt more inclusive frontend practices across customer-facing experiences.
- Supported React, Redux, TypeScript, and Sass products serving more than one million monthly visitors, with testing through React Testing Library and Jest.

Frontend Engineering Manager / Senior Frontend Developer

Mar 2016–Jun 2020

iFIT | Remote

- Designed and implemented modular React and Redux solutions for customer-facing web and mobile experiences, including reusable components, animations, and authenticated product flows.
- Progressed from senior individual contributor to engineering manager through sustained technical ownership, mentoring, and delivery leadership.

Contract Software Engineer

Oct 2016–Oct 2021

Domo, Inc. | Remote

- Built and maintained cross-platform training-authoring software used by enterprise customers to create interactive modules with slides, quizzes, surveys, and reusable learning content.
- Helped transition the product from an Electron and Angular 1.x desktop application toward a web-based React, Redux, and Firebase architecture.
- Collaborated directly with internal stakeholders and enterprise users while balancing long-term modernization with ongoing product support.

Senior Frontend Developer

Sep 2015–Mar 2016

Perfectly Posh

- Improved a high-traffic e-commerce platform serving more than one million monthly visitors through custom frontend functionality, performance work, mentoring, and code review.

Frontend Developer

Dec 2014–Sep 2015

The Summit Group | Salt Lake City, UT

- Owned frontend delivery for responsive web and interactive projects for clients including Microsoft, Sony, Subway, and T-Mobile under tight agency deadlines.

Frontend Developer / Account Coordinator

Sep 2013–Dec 2014

ThomasARTS | Farmington, UT

- Built landing pages, Drupal modules, and e-commerce experiences for American Express, Aetna, VSP Direct, and Zions Bank while supporting client communication and production delivery.

EDUCATION

Brigham Young University — Bachelor of Arts, Advertising; Minor in Creative Writing, 2011

Sierra College — Associate of Science, Marketing, 2008