

Andrew Cox

Staff Frontend Engineer | React & TypeScript Architecture | Accessibility | Interactive & Game Systems

Salt Lake City, UT · Open to remote, hybrid, and relocation

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SUMMARY

Staff-level frontend engineer with 12+ years building high-traffic web, mobile, and real-time game experiences in React and TypeScript. Spent five years architecting the turn-based combat engine and frontend for a live multiplayer game with hundreds of thousands of monthly users at peak, and brings hands-on accessibility depth from Deque Systems. Pairs deep technical ownership with six years of leading teams of up to 18 engineers.

CORE EXPERTISE

Frontend: React, React Native, Expo, Next.js, TypeScript, JavaScript, Redux, HTML, CSS, Sass, responsive and component-driven UI

Architecture: Design systems, modular frontend platforms, state management, real-time session state, cross-platform strategy, migrations

Quality & Accessibility: WCAG and accessible UI, axe tooling, Jest, React Testing Library, end-to-end testing, code review, release engineering

Backend & Platform: Node.js, Firebase (Auth, Firestore, Cloud Functions), Google Cloud, PostgreSQL, MongoDB, REST APIs, Electron

Game & Interactive: Turn-based combat systems, tournament platforms, Unity, Spine2D, PixiJS, Phaser, branching narrative systems

Leadership: Technical direction, cross-team alignment, mentoring, hiring, performance reviews, delivery planning

EXPERIENCE

Kingdom Studios | Remote

Oct 2021 – Oct 2026

Principal Engineer & Director of Application

- Led application architecture and hands-on development for a live multiplayer game serving hundreds of thousands of monthly users at peak.
- Took over the PixiJS turn-based combat engine from a third-party vendor and, as its sole developer, re-architected it end to end, including rendering, animation, effects, and battle logic.
- Re-architected the React frontend application, redesigning major player experiences and modernizing systems across React, Redux, TypeScript, Node.js, Firebase Functions, and Firestore.
- Designed and built a configurable tournament platform supporting player- and organization-run events, scheduled starts, custom restrictions, progression, outcome voting, and sponsorship rewards.
- Managed a cross-functional team of 12 spanning frontend engineering, QA, game mechanics, art, and audio, sustaining a dependable two-week release cadence.

Deque Systems | Remote

Jun 2024 – Jun 2025

Technical Team Lead

- Led technical planning and hands-on implementation for the axe accessibility browser extension across React, TypeScript, Node.js, and PostgreSQL.
- Integrated backend AI capabilities into an established accessibility product, providing architecture guidance, frontend and full-stack code review, and engineering documentation.
- Built end-to-end tests for critical browser-extension workflows, improving regression coverage and confidence in production releases.

iFIT | Remote

Mar 2016 – Oct 2021

Senior Frontend Engineering Manager

Jun 2020 – Oct 2021

Frontend Engineering Manager / Senior Frontend Developer

Mar 2016 – Jun 2020

- Managed an 18-person frontend engineering group across multiple product teams supporting React, Redux, TypeScript, and Sass products with more than one million monthly visitors.

- Established cross-team architecture forums and led hiring, training, one-on-ones, performance reviews, and development planning while staying hands-on in architecture and code quality.
- Advanced a major accessibility initiative, helping teams adopt more inclusive frontend practices across customer-facing experiences.
- Promoted from senior individual contributor to engineering manager after designing modular React and Redux solutions for web and mobile, including reusable components, animations, and authenticated product flows.
- Built an infinite-runner fitness game with Phaser as a mobile web experience for iFIT's consumer fitness products.

Perfectly Posh

Sep 2015 – Mar 2016

Senior Frontend Developer

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

PROJECTS

ArcanaKit RPG | Founder, ArcanaKit Labs

2025 – Present

- Building a cross-platform narrative RPG for solo and group play with React Native, Expo, and Firebase; currently in TestFlight beta on iOS.
- Designed systems for branching narrative routing, group decision voting, real-time session state, character progression, turn-based combat, and a web-based map and campaign editor.

Project Reforge | Unity mobile vertical slice

2026

- Rebuilt a turn-based combat system as a Unity mobile vertical slice with Firebase-backed battle data, replay support, Spine2D animation, and a scripted combat tutorial.

ADDITIONAL EXPERIENCE

Domo, Inc. | Contract Software Engineer

Oct 2016 – Oct 2021

- Helped migrate enterprise training-authoring software from Electron and Angular 1.x to a web-based React, Redux, and Firebase architecture.

Earlier roles: Frontend Developer, The Summit Group (2014–2015), building responsive and interactive work for Microsoft, Sony, Subway, and T-Mobile, including Phaser mobile games for a regional Subway group; Frontend Developer, ThomasARTS (2014).

EDUCATION

Brigham Young University — B.A., Advertising; Minor in Creative Writing

Sierra College — A.S., Marketing