

# Jose Sanchez

Senior Frontend / Full-Stack Engineer

Stockholm, Sweden · sanchezjose@gmail.com · [github.com/sanchezjose](https://github.com/sanchezjose)

## SUMMARY

Senior Full-Stack Engineer with 10+ years building products across e-commerce, streaming, and music, most recently focused on search and AI-powered features. I love being at the intersection of product, design, and engineering, crafting web experiences that are beautiful, intuitive, and meaningful to the people using them.

## EDUCATION

**B.S. Computer Engineering** — NYU Polytechnic University, Brooklyn, NY

## SKILLS

**Frontend:** React, TypeScript, JavaScript (ES6+), HTML5, CSS3

**Backend & Infra:** Node.js, Python, REST, GraphQL, Elasticsearch, GCP, AWS, Docker, Scala, Java

**Practices & Tools:** A/B testing, Accessibility, Unit/Integration/E2E testing, Cursor, Claude, Gemini

## EXPERIENCE

**Epidemic Sound** · Stockholm, Sweden

**Senior Software Engineer** Feb 2022 – Present

- ▶ Built an AI-powered assistant enabling natural language search across music and sound effects by integrating our search GraphQL MCP. Worked cross-functionally with backend engineers to co-design API contracts and ensure seamless integration.
- ▶ Led development of the AI-powered Track Edits feature, giving users the ability to shorten, extend, or loop tracks to fit their needs.
- ▶ Built the UI for AI Voices, a text-to-speech and speech-to-speech feature that lets users generate studio-quality voiceovers from a curated catalog of professional voice artists.
- ▶ Improved search quality across 4 dimensions — semantic, audio similarity, YouTube hashtag-linked, and Spotify-link reference.
- ▶ Improved tracking reliability across the full product, replacing a fragile manual data pipeline with a React Context-based architecture and generated types, increasing ease and speed of tracking implementation.
- ▶ Scaled genre taxonomy from ~100 to 1,600+ genres by leading the MusicBrainz migration, collaborating with data engineering on API design and delivering performant frontend rendering at catalog scale.
- ▶ Mentored junior engineers and drove quarterly OKRs, sprint planning, and Tech Council participation as Tech Lead for ~1 year.
- ▶ Developed two internal tools: *Labs*, enabling seamless toggling of A/B test features in production used company wide, and *SearchTune*, for tuning Elasticsearch fields and parameters to surface search quality insights.

**Disney Streaming Services** · New York, NY

**Senior Software Engineer, Web Platform Architecture** Aug 2017 – Feb 2022

- ▶ Helped build Disney+ from inception to global launch, contributing across multiple layers including the React/TypeScript frontend, login experience, and underlying client infrastructure, serving millions of users at launch.
- ▶ Built the NodeJS backend gateway layer (BFF) powering the Disney+ web experience, responsible for routing, data fetching, caching, and performance monitoring across the main app, marketing site, and Preorder app.
- ▶ Architected the cloud infrastructure that enabled Disney+ to launch and scale across the US, LATAM, and Europe, including content delivery, traffic management, load balancing, and regional failover.
- ▶ Built internal tooling in React used across the web organization to monitor infrastructure health and manage environment configurations during development and staging.
- ▶ Reduced codebase fragility and improved developer experience through migrating internal modules to TypeScript and ES6.

**MLB Advanced Media** · New York, NY

**Software Engineer, Web Platform Architecture** Jun 2015 – Aug 2017

- ▶ Built a reusable Node.js backend framework adopted across 5 major brand web applications — MLB, HBO Now, NHL, ESPN+, and GoPro — enabling consistent routing, data handling, and server-side rendering at scale.
- ▶ Led and delivered the GoPro web app end-to-end, including the UI, a Node.js backend responsible for routing and aggregating data from upstream services, AWS infrastructure, and Dockerized developer workflows.

**Gilt Groupe** · New York, NY

**Software Engineer, Full Stack** Mar 2014 – May 2015

- ▶ Built and open-sourced a web-to-app smart banner module that directed users to open or install the Gilt iOS app, increasing app installs.
- ▶ Developed "Shop the Look" end-to-end, a feature enabling customers to discover and shop individual products directly from lifestyle images.
- ▶ Led the responsive redesign of gilt.com, migrating the legacy site to a fully responsive experience across devices.

**Gilt Groupe** · New York, NY

**Software Engineer, Backend — Email Team** Jun 2012 – Mar 2014

- ▶ Improved password reset email delivery speed by 98%, from 5 minutes to under 5 seconds by migrating transactional flows to a Scala microservice architecture and new cloud based email delivery platform.
- ▶ Scaled email delivery to 6M+ messages/day by designing a Scala microservice for rendering and batching.
- ▶ Extended marketing reach by building microservices integrating the Facebook Ads API.

**Gilt Groupe** · New York, NY

**Lead Automation Engineer → Manager of Automation** Oct 2009 – Jun 2012

- ▶ Grew from individual contributor to managing automation teams across New York and Dublin, overseeing QA infrastructure and team delivery.
- ▶ Standardized testing by building a Java/Selenium framework, Jenkins CI pipelines, and Sauce Labs performance tests.
- ▶ Improved test result visibility by building an iOS app for real-time automation reporting.