

Jessaí Maya

Frontend Engineer & Architect

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Frontend engineer with **14+ years** building enterprise-scale UI systems for regulated industries, most recently fintech. I work at the level of architecture, performance, and the shared UI infrastructure product teams build on, such as component systems, build tooling and accessibility standards that hold up as codebases grow. Trained in art and animation. Currently building with LLM APIs, agents and MCP, alongside games and generative graphics.

EXPERIENCE

- 2019-Present
México

Senior UI Engineer, Globant
React, AngularJS, Component Systems, Fintech
 - Build and maintain enterprise interfaces for fintech clients, where accessibility, auditability and browser support are contractual rather than optional.
 - Design and maintain shared component systems consumed across product teams, keeping UI coherent as feature work scales out.
 - Work across modern React and legacy AngularJS codebases through long-running platform transitions, owning front-end performance and WCAG conformance as ongoing responsibilities instead of one-off audits.
 - Build with LLM APIs in product work, including structured output, tool and function definitions and MCP, and use agentic coding tools day to day.
- Jan-Aug 2019

Fullstack Developer & Designer, EatIn App
React, Feathers.js, Figma
 - Sole engineer and designer on the product, from interface design in Figma to the React front end and Feathers.js services.
- 2012-2019
7 years

Tech Lead & Architect, Kamikaze Lab
React, GraphQL, AWS, Node
 - Led technical direction across client engagements at a digital product studio, covering architecture, delivery and engineering standards.
 - Architected React and GraphQL applications on AWS including CI/CD, and ran code review and mentoring for the development team.

TECHNICAL SKILLS

- Frontend

TypeScript, ES6, React, Next.js, HTML, CSS, Micro-frontends, Storybook, PWA, Web Workers, a11y, WCAG
- Games & Graphics

Godot, GDScript, Rust to WebAssembly, ThreeJS, WebGL, Canvas, generative art
- AI

LLM APIs, agents & tool use, MCP, prompt engineering & evals, local models, Claude Code, Cursor
- Styling

SCSS, Sass, PostCSS, Styled Components, Ant Design, Material, Bulma, Bootstrap
- Tooling & QA

Webpack, Vite, Jest, React Testing Library, Cypress, Figma
- Backend

Node, NestJS, Express, GraphQL, REST, WebSockets, Prisma, MySQL, MongoDB
- Infrastructure

AWS, GCP, Docker, Jenkins, Nginx, CI/CD

EXPERIMENTS

- Side work

Games and generative graphics in Rust compiled to WebAssembly, including a complete 2048 game and wassily_poster, a Kandinsky-inspired poster generator. Also unfinished Snake and Connect Four prototypes and a first Godot experiment.

More recently, AI and systems work with LLM agents and tool definitions, MCP servers, prompt evaluation and locally hosted open-weight models, alongside Rust and WebAssembly frontend work (Yew, Sycamore, Leptos). More at github.com/jessaimaya.

EDUCATION

- 2007-2011

Licenciatura, Art & Animation, Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)