Antonio Olmo Titos

About me

I am an **engineering manager**, a **tech lead** and a **software architect** with an MSc in computer science and software engineering and more than **twenty years** of **international experience**.

I have worked in different types of organisations — from a fitness start-up to a worldwide non-profit. I have **led development teams** in several projects from beginning to end, **recruited** and **mentored**, designed APIs and UIs, written web applications, given talks at events, and shared my ideas on blog posts. My colleagues and people who reported to me have usually given quite positive feedback about my **conscientiousness** and **communication skills**. In the last decade I have focused on the **web stack**, web standards, **JavaScript** and UX.

My mother tongue is **Spanish**, but I am also fluent in **English** and **Italian**, and enjoy learning Japanese and German. I was born (and I am currently based) in **Madrid** (Spain) — after having attended college, and worked, in Japan, the UK and Italy.

Work history

since Jun 2024
Team lead of a squad of full-stack developers at [osapiens](#)
As a technical lead, I launched the first development team in Spain. Starting with five full-stack engineers, I grew the team, mentored junior members, and recruited new programmers — eventually adding four more, at which point the team split off into two, as planned. After that I kept leading the original team, engaging with the company founders and other stakeholders, providing technical guidance, and leading efforts to tackle technical debt and improve testing company-wide. JavaScript-based back-end and front-end: TypeScript, React, MobX, Node.js, npm, Jest, ESLint, Vite, Azure DevOps.

Aug 2019 – May 2024
Senior software engineer in charge of front-end architecture at [Devo](#)
I was responsible for front-end architecture and best practices across teams, coordinating a horizontal team (a "chapter") focused on those aspects. In charge also of data visualisation modules, front-end performance tuning, and minimisation of technical debt in tooling and CI/CD. I came up with two proofs of concept (some of which were the basis for future development) [wrote technical posts for the developer blog](#), and led the release of an internal design system as open source, presenting about it at developer events.

Sep 2022 – Aug 2023
Lecturer at [Universidad Europea de Madrid](#)
I taught a course on "markup languages": HTML, CSS, XML, JSON, YAML, and related technologies. I also introduced students to the basics of JavaScript development, front-end standards and best practices. I was involved for a whole academic year, including being on the panel for some degree projects and grading final exams for the course.

Feb–May 2019
CTO in residence at [7r Ventures](#)
I joined the company to help launch Zityhub in collaboration with some big corporate partners. Together with my small team, I set the technical basis for early prototypes, prioritised features, and decided on planning together with founders and partners. Software project management, software architecture, Node.js, web applications, engineering management, team leadership, developer relations.

Aug 2014 – Jan 2019
Web developer at the [W3C](#)'s *Systems Team*
Member of the systems team at the Shonan Fujisawa Campus of Keio University, Japan. Web development, GitHub, web standards, Node.js, web applications, free software, CSS, npm, HTML, open source, JavaScript.

May 2010 – Jun 2014
CTO (previously senior software engineer) at [Cycle-IT](#)
Responsible for technological research, scouting and long–term planning. Analysis and development of RIA's and mobile applications (HTML5, JavaScript, jQuery, ActionScript3, Apache Flex, Adobe AIR, Eclipse). Contribution to the codebase of their respective backends (Java EE, Spring, Adobe LiveCycle, BlazeDS). Contributions to in–house research and development and several articles published on corporate weblog (WebGL, Away3D, canvas, SVG).

…plus experience in five other roles, going back to 2003 — [see all on LinkedIn](#)

Formal education

MSc in CS and Software Engineering ETSIIT, [University of Granada](#) (Spain), 1998–2004

Socrates/**Erasmus grant**: one-year stay, and MSc thesis entitled *"Implementing Malaj: aspect-oriented programming"* *Dipartimento di Elettronica, Informazione e Bioingegneria*, [Polytechnic University of Milan](#) (Italy), 2001–2002

MA in Japanese Cultural Studies [Birkbeck](#), [University of London](#) (UK), 2008–2009

Course: **[Common Lisp programming: from novice to effective developer](#)**, Udemy, 2024

Course: **[Learn and Understand D3.js for Data Visualization](#)**, Udemy, 2023

Course: **[The Modern World, Part One: Global History from 1760 to 1910](#)**, University of Virginia on Coursera, 2023

Course: **[Introduction to Data Science in Python](#)**, University of Michigan on Coursera, 2019

Course: **[Principles of Valuation: Time Value of Money](#)**, University of Michigan on Coursera, 2016

Skills

Strong background in formal CS and software engineering, including computer architecture, low-level programming languages, formal languages, data structures, algorithm theory and complexity, digital imaging and 3D, and software development methodologies and project management.

I love **JavaScript**, and have extensive experience with it, both client- and server-side: ES2015, TypeScript, Angular, React, Redux, styled-components, jQuery, AMD (RequireJS), Browserify, webpack, JSDoc, Velocity.js, GreenSock, D3.js, Node.js, Koa, Express, Mocha, Jest, Babel, ESLint, Prettify, npm, pm2. See my public npm packages.

Complementary **web technologies**: HTML5 and associated APIs (canvas, WebGL, web sockets, SVG, history API), CSS3 (3D transforms and animations, Flexbox), PWA's, SPA's, responsive web design, Bootstrap, Handlebars. See some of my public demos.

I am a strong advocate of **standards**, especially those surrounding the *Open Web Platform*: Unicode, HTTP, XML, REST, JSON, GraphQL.

Other **languages and tools** I have used and feel confident with, to various degrees: Python, Java, Scala, C/C++, Common Lisp, Google Cloud Platform, SQL (MySQL/MariaDB, SQLite, PostgreSQL), noSQL (CouchDB), Knex, React Native, regular expressions, Docker, Unix CLI and shell scripting, Apache HTTP Server, Travis CI, Circle CI, Git, Subversion, Visual Studio Code, Atom, emacs, Eclipse, OpenAPI (Swagger), Figma, Gimp, Inkscape.

GNU/**Linux** has been my OS of choice for all purposes, professional or personal, since I started college. I use (and *produce*) **FOSS** whenever possible. See my GitHub profile.

I enjoy **communicating** ideas related to my work — which I do very often, having been interviewed and published blog posts (see a few old ones, or read the last one I wrote). I participate in many **events**, sometimes giving talks (like this or this), and interact with the community on fora like Hacker News and Stack Overflow.

Contact

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