Garth B – CV & Contact Details

Thank you for taking the time to review my CV.
I appreciate your consideration and hope you find this summary both informative and engaging.

✉ Email | 📞 Cell

13garthbaker@gmail.com
(+31 / 0) 68 400 2167

GitHub

github.com/13garth

in LinkedIn

linkedin.com/in/13garth

Professional Experience & Development

I am a dynamic Full Stack Developer with a career that began in 2016. I specialize in crafting custom, responsive solutions to meet unique client needs. Originally from South Africa, I bring a global perspective to the tech landscape.
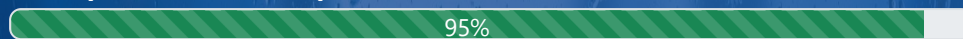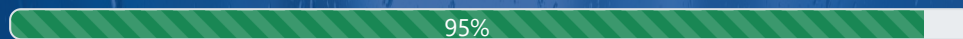
Laravel Ecosystem

85%

Laravel Blade Templating
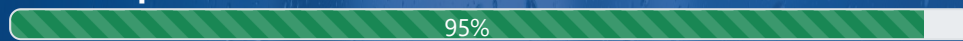
95%

PHP (Latest Versions)

95%

jQuery

85%

CSS

95%

Bootstrap

95%

Git & GitHub (incl. Actions)

80%

MySQL (Relational Databases)

75%

Vue.js

70%

JavaScript

65%

GIMP (Graphic Design)

65%

Flutter & Dart (iOS / Android)

60%

Figma

60%

WordPress

95%

HTML

99%

CoverWeb

DigiData Systems – Flutter & Dart App

- Led end-to-end development using Flutter & Dart, including deployments via the Google Play Console and Android Studio.

Qinisa Events – Full Stack Development

- Responsible for PHP (Laravel), CSS, MySQL, jQuery & JavaScript.

[W] ALT Agency – WordPress Development

- Development using PHP, WordPress, CSS, MySQL, jQuery & JavaScript. Also contributed to UI design and new feature implementation.

Independent Projects Under CoverWeb

These are full end-to-end initiatives where I managed everything from initial client consultations and wireframes to final development, testing, and invoicing.

1. [W] Dymaxa | https://dymaxa.co.za
2. [W] CraftiNess | https://craftiness.co.za
3. [L] CoverWeb | https://coverweb.online
4. [W] DJ Rave-n8er | https://rave-n8er.com
5. [L] Budget Kicker | https://budgetkicker.com
6. [W] Garth Baker Blog | https://garthbaker.co.za
7. [W] Dolk Consulting | https://dolkconsulting.co.za
8. [L] 13garth.github.io | https://13garth.github.io/
9. [W] The Waiting Room | https://the-waitingroom.org
10. [W] Forward for Life & Common Unity | https://cuffl.org
11. [W] Penny Farthing Music Studio | https://pennyfarthingmusicstudio.com
12. **...**

⭐ Letter of Recommendation Available

E-Centive

1 Year 6 Months

As a Full Stack Engineer and Flutter App Developer, I gained valuable experience in mobile app development, DevOps, and Amazon Web Services (AWS). This role showcased my ability to integrate diverse technologies seamlessly.

Reference: Garth Baker
Date: 21/10/2022

Garth worked as a junior full-stack developer at E-Centive from June 2021 – October 2022. He contributed to a critical and complex migration from a legacy system to a newly designed web and mobile app during that time.

Garth managed the end–end development, deployment, and publishing of the E-Centive Mobile App, his willingness to tackle feature development with tight deadlines was a welcomed asset to those who relied on him.
He has a fantastic work ethic, and I can unreservedly recommend him as a valuable addition to your organization.

Timothy Strike
Product Director
Timothy@ecentive.co.za

Signature:

⭐ Letter of Recommendation Available

Imagin8

7 Months (Retrenched)

Served as a junior-to-intermediate Full Stack Engineer, laying the groundwork for SMExpert.co.za. This high-pressure environment sharpened my project management skills and solidified my technical foundation.

TRAJECTORY SYSTEMS

Trajectory Systems (Pty) Ltd

Reg No 2020/003764/07

32 Club Street
Linksfield, Johannesburg
2192
South Africa

Tel: +27 81 680 8888
www.trajectorysystems.co.za

Letter of Reference: Garth Baker

Garth worked at Trajectory Systems as a Junior Developer from October 2020 to May 2021. During that time he showed enthusiasm and dedication, a keen willingness to learn and grow, and applied himself to everything he was given. He will put in the extra effort when required without having to be asked.

He has an inquisitive mind and is entrepreneurial, and he is always willing to contribute new ideas. He has a collaborative and friendly disposition, and worked well with his team at Trajectory.

Regards

Adam Rabinowitz
CEO: Imagin8
Email: adam@imagin8.co.za

Directors: AA Rabinowitz

Clientele Limited

2 Years

Hired as a junior OutSystems Developer for Clientele Life's websites, I was the sole developer responsible for building and maintaining OutSystems-based web solutions. During this time, I deepened my knowledge of REST APIs and user interface design.

⭐ Letter of Recommendation Available

WebFootprint

1 Year 8 Months

Starting as an intern and evolving into a Junior Full Stack Engineer, I worked on customized web development projects involving PHP, WordPress, and Laravel. This role gave me a solid grounding in both front-end and back-end development.

Letter Of Recomendation

Mark Grenville
WebFootprint CEO

Garth is a hard working employee, he is eager to learn and a worth while investment in any company. He is always goes the extra mile when things go pear-shaped, and is a valuable asset to any team.
Working with Garth is a pleasure because he is a smart individual and contributes good ideas to projects he works on, communicating with him is easy, he grasps concepts well, always wants to learn and is always eager to impress. He copes well under pressure and is never dissuaded by a challenge, he has great potential.
If you give him the chance to rise to the occasion he often does, I have seen Garth grow an enormous amount in the time he has worked for me. He is an incredibly hard worker and he is able to take accountability for his actions, he doesn't make excuses.
Garth is a great addition to any team, he is a friendly outgoing individual and his passion for programming is clearly evident.

I recommend Garth as a valuable addition to your company.

Mark@webfootprint.co.za

Northriding, Bellairs

Web Footprint
webfootprint.co.za

Signature:

Technical Knowledge & Personal Growth

I am primarily self-taught, expanding my skill set through hands-on experience, platforms like YouTube and Udemy, and continuous problem-solving. Since I matriculated in 2015, I have remained dedicated to learning and improving across various web development technologies.

Entrepreneurial Drive & Continuous Learning

My entrepreneurial venture, **CoverWeb**, provides hosting and development services to small businesses. This pursuit keeps me up-to-date with cutting-edge tools, best practices, and the latest industry trends.

I manage every aspect of these projects—from inception and design to development and maintenance. They reflect my

capacity to oversee end-to-end solutions, ensuring quality and timely delivery for clients.

CoverWeb.online | BudgetKicker.com | GarthBaker.co.za | GPortfolio.garthbaker.co.za

Summary

My extensive project experience demonstrates my versatility, dedication, and passion for continuous improvement. Combining self-driven learning with practical, real-world application, I strive to deliver high-quality solutions that meet both client and end-user needs.

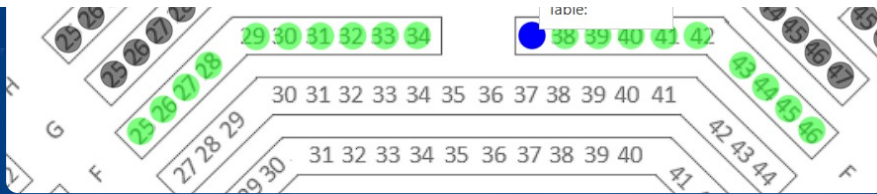# Problem Solving in Action

Challenge:

Develop an interactive seating interface that visualizes seat assignments for better management of guest data.

Solution Approach

1. Clearly define the user needs and requirements.
2. Identify various implementation methods, along with their pros and cons.
3. Research feasible solutions and map them to the identified requirements.
4. I chose an HTML Canvas solution for its flexibility and dynamic rendering capabilities. By uploading a venue's seating plan as an image and overlaying a drag-and-drop system, event managers can visually place and adjust seating markers. The interface is:
   - Highly customizable for different events.
   - Reusable for future seating layouts.
   - Designed as an add-on library, simplifying future enhancements without major rewrites.

Challenge:

Create a command-line game of Dominoes with simplified rules.

Solution Approach

1. Define the custom rules and objectives of the game.
2. Break down potential implementation strategies.
3. Research how to manage turn-taking, tile distribution, and scoring logic.
4. Used PHP arrays to represent domino tiles, applying game logic to simulate play. The modified rules allow players to place tiles only on the left or right end of a linear board; the first player to place all tiles wins.

- Each run of the game is unique due to random tile distribution:

```
Game starting with dominoe <2:2>

Alice plays <2:3> to connect to <2:2>
Board is now <3:2><2:2>
Bob plays <2:4> to connect to <2:2>
Board is now <3:2><2:2><2:4>
Alice cannot play, Alice picks up dominoe 0:1
Board is now <3:2><2:2><2:4>
Alice cannot play, Alice picks up dominoe 5:6
Board is now <3:2><2:2><2:4>
Alice cannot play, Alice picks up dominoe 4:5
Board is now <3:2><2:2><2:4>
Alice cannot play, Alice picks up dominoe 5:5
Board is now <3:2><2:2><2:4>
Alice cannot play, Alice picks up dominoe 1:1
Board is now <3:2><2:2><2:4>
Bob plays <4:6> to connect to <2:4>
Board is now <3:2><2:2><2:4><4:6>
Alice cannot play, Alice picks up dominoe 1:4
Board is now <3:2><2:2><2:4><4:6>
Alice cannot play, Alice picks up dominoe 3:4
Board is now <3:2><2:2><2:4><4:6>
Alice cannot play, Alice picks up dominoe 3:6
Board is now <3:2><2:2><2:4><4:6>
Alice plays <0:6> to connect to <4:6>
Board is now <3:2><2:2><2:4><4:6><6:0>
Bob plays <1:3> to connect to <3:2>
Board is now <1:3><3:2><2:2><2:4><4:6><6:0>
Alice plays <1:5> to connect to <1:3>
Board is now <5:1><1:3><3:2><2:2><2:4><4:6><6:0>
Bob plays <3:5> to connect to <5:1>
Board is now <3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0>
Alice plays <0:0> to connect to <6:0>
Board is now <3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0>
Bob plays <3:3> to connect to <3:5>
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0>
Alice plays <0:2> to connect to <0:0>
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2>
Bob cannot play, Bob picks up dominoe 1:2
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2>
Alice plays <2:5> to connect to <0:2>
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5>
Bob cannot play, Bob picks up dominoe 6:6
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5>
Bob cannot play, Bob picks up dominoe 0:5
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5>
Alice cannot play, Alice picks up dominoe 0:4
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5>
Alice plays <5:6> to connect to <2:5>
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6>
Bob cannot play, Bob picks up dominoe 0:3
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6>
Bob cannot play, Bob picks up dominoe 2:6
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6>
Bob plays <6:6> to connect to <5:6>
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Alice cannot play, Alice picks up dominoe 1:6
Board is now <3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Alice plays <3:4> to connect to <3:3>
Board is now <4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Bob plays <4:4> to connect to <4:3>
Board is now <4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Alice plays <4:5> to connect to <4:4>
Board is now <5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Bob plays <0:5> to connect to <5:4>
Board is now <0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Alice plays <0:1> to connect to <0:5>
Board is now <1:0><0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Bob plays <1:2> to connect to <1:0>
Board is now <2:1><1:0><0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6>
Alice plays <3:6> to connect to <6:6>
Board is now <2:1><1:0><0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6><6:3>
Bob plays <0:3> to connect to <6:3>
Board is now <2:1><1:0><0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6><6:3><3:0>
Alice plays <0:4> to connect to <3:0>
Board is now <2:1><1:0><0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6><6:3><3:0><0:4>
Bob plays <2:6> to connect to <2:1>
Board is now <6:2><2:1><1:0><0:5><5:4><4:4><4:3><3:3><3:5><5:1><1:3><3:2><2:2><2:4><4:6><6:0><0:0><0:2><2:5><5:6><6:6><6:3><3:0><0:4>
Bob Wins
PS C:\xampp\htdocs\dominoes-attempt-2> |
```