SEAN MARSHALL

Web Developer

CONTACT

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LinkdIn:

https://www.linkedin.com/in/sean-marshall-539755221/

GitHub:

https://github.com/Abstrusei

SKILLS

- HTML
- CSSS
- JavaScript
- lava
- JUnit Testing
- MySQL
- SQL
- Git
- Haskell
- Figma
- Adobe Photoshop

PERSONAL PROFILE

I am a young and driven I.T student seeking real-world experience as a Web Developer/Software Engineer. I am very creative and offer strong visual design and interpersonal skills. I am also knowledgeable in graphic design, UX and vital programming concepts through my experiences with JavaScript, Java and Haskell.

RECENT WORK HISTORY

Sales Assistant/ Customer Service (Christmas Casual)

Ghanda Clothing | November 2020 - January 2021

• Supported customers; responding to queries and purchases professionally and enthusiastically

Kitchen Crew Member/Cashier

4Fingers Crispy Chicken | November 2020 - April 2021

- Customer service: Supported customers; responding to queries and food orders professionally and enthusiastically
- Cash handling/ Register work: Worked behind the register, familiarising
 myself with cash handling and processing payments using software. Also,
 helped improve my ability to upsell.
- Food preparation/ Cooking: Routinely prepared and cooked a variety of foods, such as fried chicken, burgers/buns, fries, salads and seafood.

EDUCATION

The University of Queensland

Bachelor of Information Technology | Major: Software Design
Academic Achievements

- 2020: High Distinction in Introduction to Web Design (DECO1400)
- 2020: High Distinction in Graphic Design (DECO1400)
- 2021: Distinction in Human-Computer Interaction (DECO2500)

RECENT PROJECTS

Show Me The Crime: github.com/Abstrusei/Show-Me-the-Crime

• Website which displays crime statistics in fun, simple and unique way

Martian Splendour: github.com/Abstrusei/Martian-Splendour

• Martian hotel/resort website

Brisbane Pet Rescue (In Development): brisbanepetrescue.me

• Dog adoption website

Ragnarok Racer (In Development):

• Retro-inspired arcade Java game being created using LibGDX