SOFTWARE ENGINEER MARK VELASQUEZ







PROFESSIONAL SUMMARY

Passionate and skilled Full-Stack Developer with a robust background in both front-end and back-end technologies. Proficient in HTML5, CSS3, JavaScript, React, Node.js, and PostgreSQL, with hands-on experience in creating responsive and user-centric web applications. Adept at collaborating with cross-functional teams to deliver high-quality software solutions that meet business objectives.

CORE SKILLS

Front-End

- HTML/CSS
- JavaScript
- React
- Figma

Back-End

- Node.js
- JavaScript
- Express.js
- SQL

Others

- Canva
- Adobe PS
- Generative Al
- SEO



WordPress

MS Excel

MS Word









Apr 2024 - Jul 2024



EXPERIENCE

Software Engineering Immersive

General Assembly, Australia

- Completed over 500 hours of an intensive Full Stack Immersive Bootcamp.
- Developed proficiency in HTML5, CSS3, JavaScript, React, Node.js, and PostgreSQL.
- Gained hands-on experience in both front-end and back-end development, focusing on responsive design and seamless user experiences.
- Collaborated with team members to deliver high-quality, user-centric web applications.

PROJECTS

Project 4

- < Advance Game Library >
- Built a game library app accessing over 800k games from RAWG.io using TypeScript, React, Chakra UI, and Vite.
- Developed search functionality and game cards displaying essential details.
- Created detailed pages showcasing game information, trailers, screenshots, and publishers.

Project 3

- < Dynamic Fuel Navigator >
- Developed Epsilon Servo, a web app to locate nearby petrol stations, as part of a group project.
- Implemented Google Maps API for precise location-based services.
- Utilised Express.js as middleware and PostgreSQL for database management.

Project 2

- < Simple Game Sharing Platform >
- Created a platform for players to share and like games using JavaScript, CSS, and HTML.
- Utilised CRUD operations for interactive feature development and data management.
- Integrated PostgreSQL for robust SQL database management.

Project 1

- < Game Application >
- Developed a Star Wars-themed tic-tac-toe game using JavaScript, CSS, and HTML.
- Implemented an AI algorithm to enable gameplay against bots.
- Designed a user-friendly interface with responsive design.

Freelance (Fiverr & UpWork)

- Designed and optimised a WordPress website using best SEO practices and the Yoast SEO plugin, enhancing site rankings.
- Created visually appealing website designs with Canva and Elementor, utilising AI tools for captivating images to ensure a seamless user experience.
- Provided data-driven SEO recommendations for product listings, boosting visibility on search engines and marketplaces like Etsy and Amazon using tools like Everbee and SEMrush.
- Increased product views by 45% on Amazon and Etsy through AI-driven marketing content and image creation, leveraging extensive AI prompt knowledge.

Marketing & Sales Assistant

Dec 2022 - Feb 2023

Saturn Visual Solution Ltd

- Developed online marketing strategy aligned with company objectives, driving overall business goals.
- Updated CRM data and generated departmental reports to inform strategic decisions.
- Created digital marketing plans and strategies that effectively generated sales leads.
- Maintained effective internal communications to ensure all relevant departments were informed of marketing objectives.

Business Development Executive

Jan 2022 - Sep 2022

ECV Enterprise

- Optimised website and SEO initiatives with Google Analytics, analysing consumer behaviour and enhancing site features like chatbots and internal linking.
- Managed client projects across APAC, ensuring timely delivery and tracking key KPIs via CRM, leading to a 10% sales increase.
- Implemented strategies that increased website bounce rate by 20%.

EDUCATION

</>> Software Engineer Bootcamp 2024-2024 General Assembly, Australia MSc Advanced Marketing Management

2020 - 2021 Lancaster University, UK BSc (Hons) Marketing and Management

2017 - 2020 Newcastle University, UK