

GREG MARTIN

Full-Stack Engineer

Contact Info

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Technologies used (so far)

HTML5 / CSS3 / JavaScript /
Typescript / React / Remix /
Next / Redux / Zustand /
Svelte + SvelteKit /Node /
Express / Mongo / c# / .NET /
gRPC / Rest / UI + UX Design /
Terraform / Azure

Formal education

Diploma of Information
Technology
Coder Academy | 2020
Bachelor of
Communication Design
Billy Blue | 2011 - 2016

What I love

- Spicy ramen
 - Fantasy / Sci-Fi Novels
 - Our Scottish Fold cats
 - Video / board games (any kind of competition really)
 - Racing my wife down any kind of ski slope
 - Craft beers (currently Mountain Culture is my brewery of choice)
 - Talking about what I love!
- Ask me about one and I'll try my best not to derail the conversation

Profile

Throughout my journey as a Full Stack Engineer, I have been widely interested in the entire environment of Software Engineering, but have been most engaged by the front end. I have a passion for clean, scalable code and have proven skills in JavaScript & Typescript and supporting frameworks/libraries that solve creative problems. I'm an agile thinker and strong communicator, motivated to grow my skill-set through new challenging projects and prove my value in any endeavor I take on. My previous career as a Graphic Designer has given me a strong ability to talk design language as well as communicate with Product teams and align on the best possible user experience outcomes.

Experience

SENIOR FULL-STACK ENGINEER | EQ8 | MAY 2024 - PRESENT

- My main responsibility includes planning, mapping and execution of new and updated features. Working in 6 week sprints, I take a pitch given to me and decide on requirements for implementation and take it all the way through to execution.
- Moved our AzureB2B based authentication to Auth0, creating new APIs and business logic to account for secure communication to and from Auth0 as well as spinning up new architecture using Terraform and ensuring a seamless migration of customers (SSO included).
- Carried out a SPIKE on emerging technology, Okta Fine-Grained Access Control, to understand if this new tech would be viable for eQ8 taking into consideration business needs and time constraints.

FULL-STACK ENGINEER | EQ8 | JAN 2023 - MAY 2024

- Rebuilding and refactoring legacy c# razor pages into React (Typescript) using relevant industry standard libraries and packages.
- Splitting out tightly-coupled services from our Monolith repo to be in line with the service-based architecture we are transitioning to. Writing performant/scalable APIs using ASP.NET in c# to carry out the business logic side of our application.
- During this time I was one of two front-end engineers. I helped flesh out best practices for our front end and am heavily relied upon to be a gateway for front-end code to pass through in order to be approved for production.
- Mentoring the more junior members of the team to help support them and bring them to a level of proficiency needed for modern web standards.

FULL-STACK ENGINEER | FAETHM BY PEARSON | 2021 - 2023

- Was given responsibility to oversee and carry out the expansion and improvement of our UI Component Library. This involved heavy collaboration throughout the product team. As a part of this work I helped put in processes for our development team to adopt best practices for use of the component library.
- Leading the development of a client on-boarding platform with gRPC APIs, collaborating with UI/UX designers on React modules, managing state with Redux and RxJS, and implementing a custom Auth0 user login flow.

JUNIOR FULL STACK DEVELOPER / GD | OFFICE HUB | 2020 - 2021

FREELANCE ILLUSTRATOR / GD | GRILLUSTRATION | 2019 - 2020

References (details supplied upon request)

AARON LEWIS | EQ8
Software Engineer

ANDREW MURPHY | DOMAIN
Snr Software Engineer

ERIK VAN IERSEL | CANVA
Product Manager

KARIN ULI | FAETHM BY PEARSON
Snr Product Designer