GREG MARTIN

FULL-STACK / FRONTEND ENGINEER

Contact Info

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Technologies used (so far)

HTML5 / CSS3 / JavaScript / Typescript / React / Redux / Zustand / Node / Express / Mongo / Ruby / Ruby on Rails / c# / .NET / gRPC / Rest / UI UX Design / Web Design

Formal education

Diploma of Information Technology
Coder Academy | 2020

Bachelor of Communication Design
Billy Blue | 2013 - 2016

Diploma of Graphic Design
CATC Design College | 2011 -2012

Profile

Throughout my journey as a Full Stack Engineer I have been widely interested in the entire environment and scope of Software Engineering, but have been most engaged by the frontend. I have a passion for clean, scalable code and have proven skill in JavaScript (Typescript) and supporting frameworks (mainly React) that solve creative problems. I'm an agile thinker and strong communicator, motivated to grow my skill-set through challenging projects and prove my value in any new endeavour I take on. In my previous career I was a Graphic Designer, so I have a strong ability to talk design language, communicate with Product teams and align on the best possible user experience outcomes.

Experience

FULL-STACK ENGINEER | EQ8 | JAN 2023 - JULY 2023

I started at Eq8 in January 2023 and worked on a few different features and functions across the code-base.
The project I enjoyed the most at my time with Eq8 was the core driver feature. We were under a heavy time constraint so the pressure was high, and whilst we had to compromise here and there, it was a good opportunity for growth and the product we delivered was something to be proud of.

Other projects included:
- Working on rebuilding and refactoring legacy c# razor pages into React (Typescript) using Zustand for application wide state. Most notably a core demand function for our platform, which included a UI/UX refresh, to allow our customers to attach driver associations to segments (jobs/roles in a business), as well as update and delete those associations.
- The above feature included the splitting out of some services from our mvc app to be in line with our service based architecture we were transitioning to. I wrote APIs using .NET in c# to carry out the business logic side of our application.
- I was one of 2 experienced frontend engineers. We were responsible for fleshing out best practices for our frontend, and were heavily relied upon to be a gateway for frontend code to pass through in order to be approved for production. It was also a great experience to help bring the other more backend focused engineers up to speed and to mentor the juniors.

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 the ski slopes 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

Experience (continued)

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

I joined Faethm in April 2021 and have worked on many different modules and projects that exist across the product.

The project I've enjoyed most, and have gotten the most out of is Faethm's custom UI Component Library. I was given responsibility to oversee the development, refactoring and scaling of the component library, as well as creating and improving processes around working with UI/UX and keeping up to date on any changes they've made on their side. This involved heavy collaboration with the the UI/UX team and creating processes to help with communication and scalability.

Other projects included:
- Working on an onboarding client platform for clients to upload Workforce data for mapping to our ontology
- Building out gRPC API's across frontend / backend applications in Node (Typescript)
- Collaborating with our UI/UX designers to build out fully fledged modules written in React (Typescript), leveraging our custom built UI component library
- Working with Redux (as well as some RxJS) to manage application wide state
- I was a part of the team charged with phasing out our user login flow and reinstating it with a custom Auth0 implementation
- Was given the responsibility to lead the development and sustainability of our UI component library.

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

Straight out of a 5 month intensive tertiary course in Software Development at Coder Academy, I was offered an internship with Office Hub. After a month I impressed them enough to offer me a Full Stack Developer role, as the second developer in the team.

I worked closely with the Tech Lead implementing changes to the front-end in JavaScript (React), HTML (JSX, best-practices, accessibility) and CSS (Styled Components). I also worked in the backend with Node.js and an API built in Elixir. Being a small team I often found myself across many tasks from small UI/UX improvements to refactoring whole components, or altering backend API calls to serve necessary relevant data for the frontend endpoints to consume.

FREELANCE ILLUSTRATOR / GD | GRILLUSTRATION | 2019 - 2020

After working in the Design industry for a few years I wanted to try my hand at freelance to experience what it's like to work for myself and to wear all the hats in running a business. I worked for a few clients, the most notable being Fourex Gold beer, creating illustrations for their summer cricket campaign. These appeared on cans, online, print and TVC collateral.

Experience (continued)

MID GRAPHIC DESIGNER | TEMPLE & WEBSTER | 2016 - 2019

After Milan Direct was absorbed in to Temple & Webster I continued on within the company for 3 years and took on many new responsibilities.
My initial role was simply creating email marketing assets, similar to my role in Milan Direct, but after a few months I was tasked with all types of online marketing collateral, print media, onsite assets, as well as designing pages for the website itself.

JNR GRAPHIC DESIGNER | MILAN DIRECT | JUN 2016 - DEC 2016

Milan Direct was my first foray into career land, as a Junior Graphic Designer I was tasked with creating email marketing materials to reach their large online customer base.

References
Details supplied upon request

ANDREW MURPHY | DOMAIN
Snr Software Engineer

AARON LEWIS | EQ8
Software Engineer

ADAM JORDAN | EQ8
Technical Lead

OWEN CRAIG | EQ8
VP Engineering

KARIN ULI | FAETHM BY PEARSON
Snr Product Designer

ERIK VAN IERSEL | CANVA
Product Manager