

Martin Smith

Software Engineer

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EDUCATION

Professional certificate

Software Engineering

Holberton School of Software Engineering

Completed foundations: June 2019

Professional certificate

Major: 3D modeling and Texturing

Gnomon School of Visual Effect

Graduated: December 2012

TECHNICAL SKILLS

Languages: Rust, Python, C, Ruby, JavaScript, BASH, HTML, CSS, PHP

Frameworks & Libs: Flask, Actix, SQLAlchemy, Diesel, Rails

Databases: MySQL, ArangoDB

Tools: Git, Docker, Nginx, Vagrant, *nix, Windows

SOFTWARE PROJECTS

Final Project: ideaDog

github.com/Ostoyae/ideaDog_server | ideadog.site

Social platform for sharing one's ideas with the world.

- Architected & lead developer for back-end services including APIs for UI service to consume.
- Coordinated with front-end to design the models/schemas.
- Designed graph relationships between documents for Arangodb.

Tech Stack: *Rust, NoSQL, ArangoDB, AWS*

Airbnb Clone:

github.com/Ostoyae/HBNB_Airbnb

Series of paired partner projects over the course of several months to create the search and filter portion for a Airbnb.

- Developed REST APIs for Users, Places and Reviews following MVC Architecture.
- Wrote static contents to Linux VM/NGINX web server with Python using Fabric module.
- Developed a console interpreter connected to local file storage and online database (MySQL) for object creation installation and JSON serialization.

Tech Stack: *Python, Flask, JavaScript, MySQLSql, Alchemy, Docker, Nginx*

Simple Shell:

github.com/Ostoyae/simple_shell

Final project for the lower level section(C) at Holberton School; a partnered project to replicate a shell.

- Developed command line interpreter in C which can setup environment to run program, file manipulation, program execution and history list.
- Implemented commands with arguments by dynamically allocating memory to store, split and tokenize user input.

Tech Stack: *C, Bash, Linux, Git*

EXPERIENCE

CG Generalist, Contractor

2011 - 2017

Worked on a series of contract jobs as a CG generalist, ranging from short films to indie game projects.