

Mark Schumaker / Full Stack Software Engineer

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Technical Skills

React, TypeScript, Node, Express, Hapi, Redux, Sass, Less, Webpack, GraphQL, JavaScript, UX, HTML/CSS, Electron, SQL, MongoDB, Python, Design Patterns, Agile, RESTful APIs, CI/CD.

Experience

UX Developer, Indeed / Richmond, VA, 2022 -2024

- Designed, planned, implemented, and A/B tested a budget recommendation feature for a user onboarding application using TypeScript, React, and Sass.
- Managed the design and planning stage of a search bar feature to help users search.
- Completed a UX cleanup project by reducing a list of UX problems from a dozens to o.
- Achieved the goal of making two React apps 100% reflow compliant and mobile responsive.
- Mentored and supported a team of 4 developers focused on the reduction a Any errors across applications.

Senior Software Engineer, Zello / Austin, TX, 2020 - 2022

- Was 1 of 2 primary engineers working on an Electron app for dispatchers to exchange messages with fleets of mobile app users using TypeScript, React, and Sass.
- Created a feature that allowed for the creation, upload, and exchange of voice memos and images that helped users communicate and share information.
- Worked with designers to build a feature that displays the online, offline, and availability status of push-to-talk app users.

Software Engineer, Vrbo / Austin, TX, 2016 - 2020

- Developed and maintained Node applications for user acquisition, user onboarding, reservation management, and rate management using TypeScript, React, Less, GraphQL, and Hapi.
- Created A/B tested features to determine the effectiveness of different user experiences.
- Developed a drag-and-drop component for uploading images.

Software Engineer, A+ Federal Credit Union / Austin, TX, 2014 - 2016

- Built a loan application system using Angular, Bootstrap, and .NET.
- Developed a chat tool using C# and .NET that allowed loan officers to share documents and information.
- Designed and created a program that converted datasets into PDFs.

Software Developer, MakerSquare / Austin, TX, 2014

- Completed a three month immersive coding boot camp.
- Learned about and applied full-stack technology and concepts using Ruby, JavaScript, HTML/CSS, and SQL.
- Built an online 3d game using WebGL and Three.js.

Education

University of Houston, Houston, TX

Masters in Philosophy, 2012

DePaul University, Chicago, IL

Bachelor of Arts, 2009