

Marques Scripps

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Education

University of Suffolk - Bachelors of Science in Computer Games Technology
• 2:2 Achieved

Sept 2021

Experience

Software Engineer E2 - Ocado Technology (Hybrid)

Oct 2023 - Present

- Improved frontend accessibility using knowledge from trailing, such as making it responsive
- Worked actively with a team of 48 members, producing an in-house application for our robotic warehouse operatives.
- Responsible for introduction to end-to-end testing in our environment using custom Docker containers during our pipeline processes.
- Contribute to the full-stack development of a web application intended for the retail industry.
- Discovered and shared JavaScript frontend standards across the team and other teams at Ocado.
- **Technologies:** AWS, Java, Springboot, JavaScript, TypeScript, Gitlab, Jest, Cypress & Docker.

Software Engineer E1 - Ocado Technology (Hybrid)

Aug 2022 - Oct 2023

- Streamlined processes for faster and more efficient project migrations.
- Setup and maintained a shared UI library that was used to share components between multiple applications across different teams.
- Collaborated with cross-functional teams to achieve project goals in a timely manner.
- Migrated projects from Webpack to Vite, saving 1m 36s seconds per build.
- Developed an interactive grid map with ThreeJS, improving user navigation and data visualisation.
- Implemented Cypress into our testing workflows, enhancing testing efficiency and coverage.
- **Technologies:** AWS, Java, Springboot, JavaScript, TypeScript, Gitlab, Jest & Cypress .

Full-Stack Software Engineer - RCRaceControl (Self Employeed)

Aug 2018 - Present

- Migrated legacy PHP application over to modern technologies such as React, NextJS & Postgres.
- Created a custom UI component library dedicated for this project.
- Built an interactive event booking platform using a custom-built API using NestJS.
- Regularly interfaced with clients to provide technological solutions and support.
- **Technologies:** AWS, React, Vite, Docker, NestJS, Postgres & Gitlab.

Projects

MultiTwitch - An multistream viewer client (React)

gitlab.com/MarquesCoding/multitwitch

- Created an interactive multistream viewer client for the streaming platform, Twitch.
- This was built in a day as a small project that my friends wanted. It provides a easy to user interface and quick stream api fetching.
- **Technologies:** React, Vite, TailwindCSS, Vercel, AWS & Gitlab.

PowerHut - A Gaming Server Hosting Company (React)

github.com/MarquesCoding/PowerHut-Landing

- Created a small gaming server hosting company landing page.
- Setup an interactive hardware monitoring page that included stats about the servers that were being provided on the server using Grafana.
- Created instances, installed and setup Ubuntu (Linux) VPS & Dedicated Servers for pipelines & deployments.
- **Technologies:** AWS, React, Vite, Docker, Grafana, GitHub, Vercel & TailwindCSS.

Skills

Languages: Java, JavaScript, TypeScript, Python

Technologies: React, AWS, NestJS, ThreeJS, PostgreSQL, TailwindCSS, Docker
