Marques Scripps

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Skills

- JavaScript (ES6) | TypeScript | HTML | CSS/Sass | GraphQL | PHP | React | Svelte | Spring | Spring Boot | PostgresSQL | DynamoDB
- AWS | Digital Ocean | Google Cloud | Jest | Cypress | OOP | Three.js | Autodesk Maya | 3D Max | Substance Painter | Substance Designer
- Unreal Engine 4/5 | Unity | UX Design | Figma | jQuery | Express | NestJS | NodeJS | Git | Vercel | Heroku | Firebase | Supabase | Webpack

Work Experience

(E1) - Software Engineer
Ocado Technology, Hatfield UK
July 2022 - October 2023

- Currently working with a team of 11 on a in-house project that is built using technologies such as **TypeScript**, **React**, **Spring Boot** & **Webpack**. This technology is what we use to allow our team to monitor our robots on the grid.
- Communicated and collaborated with the team of engineers and other teams such as designers to reach end goals.
- Implemented **Cypress** into our testing stack within the team to make our testing more efficient and cover area's where our Jest test doesn't.
- Taking on significant responsibilities within the team, focusing on threeJS to develop an interactive grid. Providing our users an easier way to navigate around the grid and cell data.
- **Migrated** over 8+ different pages over to React, making our workflow much cleaner to work with and easier to maintain for future readability.
- **Migrated** our frontend project from a basic webpack **React** project to **Vite**. Making it easier for our developers to do live updates without wasting time for our frontend project to build - **saving over 10-15s** everytime!

(E2) - Software Engineer
Ocado Technology, Hatfield UK
October 2023 - Present

- **Migrated** many of our projects from Jest over to vitest, making our pipelines running tests faster at lower cost.
- Communicated effectively with other teams within Ocado to help migrate their projects over to **Vite.**

Full-Stack Software Engineer
HertsRCModels, Ware UK
Sept 2018 - Aug 2022

- Taken on the task of migrating code originally written in PHP from 2002 over to **Svelte**.
- Independently, I created, hosted and maintained a international race booking app.
- Communicated effectively with the client to meet their needs and understood their end goal, including having responsibilities on **managing hosting costs** and be flexible with the work allowing the client to have their input throughout the development & design stages.
- Created a solid interactive platform for users to book into event using a **custom built API** in **NestJS**.
- Interfaced with the client on a daily / weekly basis, providing technological expertise and knowledge.

Education

BA (Hons) - Computer Games Technology - Grade 2:2
University of Suffolk, Ipswich UK
Sept 2018 - Aug 2021

Level 2 Modules
- Games Programming
- Game Tools and Services
- Modelling, Rigging & Animation
- Texturing, Lighting & Rendering
- Industry Professional Project
- Skills in research and problem solving

Level 3 Modules
- Contemporary Games Technology
- Low Level Game Architecture
- Simulation and Behaviour
- Digital innovation and entrepreneurship
- Final Project (Dissertation on VR Healthcare)

Information Technology - Grade D*D*D*
North Herts College, Stevenage UK
Sept 2016 - Aug 2018

Personal Projects

Portfolio *Live Site*
Portfolio website to display my projects, contact information and skills. This is built using **NextJS**,**Vercel** & **Tailwind**

PowerHUT *Live Site*
Game hosting company, this is a small project that I've been wanting to do for quite some time and that's create my own game hosting company.