

MARK ARTISHUK

SOFTWARE ENGINEER

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SKILLS

JavaScript, TypeScript, Jest, React, React Native, NextJS, GraphQL, Apollo, HTML, CSS, Docker, NodeJS, Express, CI/CD, SQL, NoSQL, Redis, Java, Git, C#, VB, .NET, GIS, Rust

NOTABLE PROJECTS

The Trash Panda

An app that helps users know how and where to recycle using image recognition or category selection.

- Collaborated with 3 Full-stack, 4 Data Science, and 2 UX team members on an 8 week window
- Led the majority of front-end development (integration of API's and component development/styling)

Tech Stack: React | Styled-Components | NodeJS | GraphQL | Apollo | PostgreSQL

EDUCATION

Lambda School – Full Stack Web Development

JUN 2020

Sierra College – Computer Science

AUG 2018

EXPERIENCE

American Poolplayers Association, Remote – Software Engineer

FEB 2021 – Present

- Lead and plan feature development, creating tickets, defining requirements, and ensuring smooth execution.
- Improve system reliability and performance by refactoring legacy code, optimizing queries, and implementing modern development practices.
- Architect and maintain scalable software solutions for member services (web and mobile), tournament/regular play systems, and staff tools.
- Ensure code quality and maintainability by enforcing best practices, writing documentation, and conducting thorough reviews.