mark | ellis

Houston, TX, USA | 281-885-9345 | ellismarkf@gmail.com | https://mfellis.com

Software engineer with a neurotic insistence on writing maintainable, testable, performant code. I learn quickly, think analytically, and favor the right tool over the popular one.

proficiencies

javascript, html5, css3, git, react, redux, node, css preprocessors (LESS), webpack, unit testing (jest), responsive design, CI/CD (circle CI), AWS, MVC architecture, component architecture, REST API design, HTTP server config (express)

experience

Software Engineer II — JP Morgan Chase (Houston, TX) *Aug 2017 → Present*

→ Guided transition of several legacy applications to modern web stacks, increasing their test coverage from 0% to > 75%; → contributed to establishment of standards and best practices used across LOB-wide front-end teams, including linting, automatic code formatting, testing, and design patterns; → developed and maintained application bootstrapping and build scripts, forked from react-scripts; → supervised team of 3 UI engineers.

Software Engineer — Stardog Union (Remote) *Jan 2017 → Jul 2017*

→ **Contributed to architecture, development and design of several front-end focused projects**, including a Visual Studio Code extension for syntax highlighting and running queries against company's flagship database; → and a **serverless, responsive React web-app, leveraging Amazon Web Services** for multi-factor authentication, user role and permission management, REST services, and database storage.

Front-End Engineer — Citrusbyte (Remote) *Aug 2016 → Nov 2016*

→ **Led front-end development in a small squad of remote engineers** focused on delivering modern, scalable, standards-compliant, responsive web-apps. → Implemented new client-side architecture and build setup using React, Redux, and Webpack that enabled faster development and component reuse. → **Resolved 50% of documented UI bugs** within a month of joining the team.

Software Engineer — PROS, Inc (Houston, TX) *Nov 2014 → Aug 2016*

→ Contributed to development of a boilerplate template based on newly implemented tech stack that **decreased the time-to-productivity for new developers**. → Worked closely with UX and Design teams to rapidly prototype and pitch proof-of-concepts for new products. → **Helped extract common UI components into an internally-shared component library**. → Leveraged Webpack to **reduce average build time and CPU usage by 87.5% and 93%**, respectively.

education

Full Stack Engineering — Hack Reactor (Austin, TX) *Jun 2014 → Oct 2016*

Hack Reactor is a 12-week immersive software development program that teaches full-stack Javascript development with a rigorous curriculum in modern development technologies and practices. The program culminates in a portfolio of software applications, developed individually and in small teams. I stayed on as a teacher's aid for two months after graduating.

BA, English — University of Houston (Houston, TX) *Aug 2006 → May 2010*

→ University Honors with Honors in Major (2010); → Howard Moss Poetry Prize, Honorable Mention (2010); → Academic Excellence Scholarship (2006-2010); → Dean's List (2008); → Kristen Shepler Scholarship (2009)

projects

Snake *Jul 2017*

Multiplayer Snake. Uses WebSockets to connect players online. Implements snakes as circular buffers with O(1) reads and writes.

Minesweeper *Jun 2017*

The classic game of luck and logic, but with the ability to design and share custom minefields! Designed as a serverless application, with a Node backend API deployed on Heroku, and a React client-side application deployed with Now.

Wedding RSVP App *May 2016*

A responsive React/Redux wedding RSVP program using Google's Sheets API to turn a Google Drive spreadsheet into a free database. This project also needed to support i10n, since my wife's family only speaks Spanish.

Matchsticks *Oct 2015*

A React-powered, two player, online nim game, using WebSockets to push updates to players. Built in two days.

awards

2nd Place at MLH CodeRED Hack-a-thon (Houston, TX) *Apr 2015*

Won 2nd place for our virtual air-drumming application, making use of several hardware accessories.

personal goals

Learn C++ by the end of 2018. Submit a short film to a major festival in 2018. Publish a game to a AAA platform by 2020.