# mark | ellis

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*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, webpack, unit testing (jest), automated testing (cypress, cucumber)
CI/CD (circle CI, jenkins), cloud system design (aws, proprietary), rest api design (node, express), java (spring boot)

## experience

**Senior Software Engineer, Web** — DraftKings (Remote)  *Aug 2020 → Present*

→ **Improved Lighthouse performance scores** for draftkings.com by 15% by optimizing webpack build output; → **contributed to frontend development of Sportsbook SPA** (SSR and client-side React and Redux).

**Software Engineer II; Senior Software Engineer** — JP Morgan Chase (Houston, TX)  *Aug 2017 → Aug 2020*

→ **Led development of desktop CRM tools** using OpenFin, React, Redux, and Spring Boot; → **selected as a web tech design authority** to promote coding standards and best practices across teams; → acted as **team lead and lead UI engineer**; → **increased legacy application code coverage from 0% to > 90%**.

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

→ **Contributed to architecture, design, and development of several projects**, including a **serverless, responsive React web-app**, leveraging AWS for MFA, role and permission management, REST services, and database storage; → and a Visual Studio Code extension for syntax highlighting and running queries against company's flagship graph database.

**Front-End Engineer** — Theorem (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*

→ Worked closely with UX and Product teams to rebuild legacy sales analytics dashboards; → **helped extract common UI components into an internally-shared component library**; → contributed to project boilerplate template that **decreased time-to-productivity for new developers**; → leveraged Webpack to **reduce average build time and CPU usage by 87.5% and 93%**.

## education

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

→ 12-week immersive software development program that teaches full-stack Javascript development; → stayed on as a teacher's aide 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*

Online multiplayer Snake using WebSockets and vanilla JS. 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. Node backend API deployed on Heroku, and a React client-side application deployed with Vercel.

**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

→ ~~Submit a feature-length screenplay to a major competition in 2020.~~ Winner of the 2020 Austin Film Festival screenwriting competition → Learn a systems language and a functional language in 2020. → Publish a game with a digital distribution platform by 2022.