

Fenn Martyn

Full-Stack Software Developer

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Tacoma, Washington, US

A passionate software developer with a deep interest in continuous learning and development as well as a deep love for writing clean, effective code.

Experience

Advanced Repair Agent

Geek Squad · Tacoma, WA

Jan 2021 - Present

Responsible for repairing and troubleshooting a variety of electronic devices, including iPhones, laptops, and desktop computers. Additionally provided initial triage for assessing physical damage and software issues for clients.

Junior Software QA

Microsoft · Redmond, WA

Jan 2020 - Jan 2021

Worked in tandem with developers to assess and test the stability and functionality of then-unreleased software under NDA. Responsible for measuring software performance and submitting bug reports to senior QA leads, as well as testing patches for previously identified issues.

Projects

Developer

[Portfolio Site](#)

My personal website, built with the Svelte framework and hosted on Vercel.

Developer

[To-Dah!](#)

A simple vanilla Javascript to-do app.

Developer

[UNE Site](#)

A website for the United Nations of Earth, a fictional organization from the strategy game Stellaris. Follows the design docs of the actual United Nations organization.

Skills

Languages

C#
HTML
CSS
JavaScript
TypeScript
Python
MongoDB
SQL
Java
Sass/SCSS

Frameworks

Svelte
Vue
React
NodeJS
Express
Electron

Tools

Git
GitHub
VS Code
Visual Studio
NPM
Webpack
Babel
Rollup
Jest
Unity
Figma
Adobe Photoshop
GIMP
Inkscape

Education

Bachelor's - DNG, Computer Science
University of Alaska Fairbanks

Links

fenndev.io
github.com/fenndev
linkedin.com/in/fenndev