

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

Computer Science
University of Alaska Fairbanks

Links

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