ULISES MARTINEZ

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TECHNICAL PROFICIENCIES

- **Programming Languages:** JavaScript, SASS, jQuery, HTML/CSS, Java, Swift, Python, SQL
- **Frameworks & Tools:** ReactJS, Adobe XD, Sketch, Jira, Redux, Express.js, PostgreSQL, Node.js, GraphQL, Webpack, Ionic, i18n, MongoDB, Git, Postman, Bootstrap, AWS, PyTorch, Scikit-learn, Pandas, Matplotlib,
- **Software Engineering Processes:** Agile, SCRUM Software Development, User-Centered Design, Full Software Lifecycle, Atomic Design

PROFESSIONAL EXPERIENCE

FRONT-END DEVELOPER | Foundry College Inc (online class platform) | May 2020 to Present
- Gathered and validated the video player functionality to help improve user experience of the system's user interface before the active phase of development.
- Created a single page application (SPA) with the video player prototype with stable and maintainable components using ReactJS, HTML, and CSS to target all major browsers and creating a seamless experience for over 1,000 students.
- Worked with third party libraries to enhance the video player functionality to sync the video's audio to a transcript obtained from AWS Transcribe. In addition, added extra functionalities to allow words to be searched and iterated.
- Worked with Senior Software Engineer to integrate the video player page into the existing company's website application.

SOFTWARE ENGINEER INTERN | Clear Labs (biotechnology company) | January 2020 to April 2020

- Worked with Senior Software Engineer on planning, researching, and migrating the existing company's website application to a desktop application for field technicians to use.
- Conducted Behavior Driven Testing with major applications features using Selenium to allow employees to contribute feedback to the development process.
- Debugged production issues across services and multiple levels of the stack such as user authentication functionality and cross-platform usability.
- Participated in weekly Agile meetings and peer code reviews to maintain high quality code.

WEBPAGE CONSULTANT | Golden Gate Appliance Repair | August 2018 to December 2018

- Developed a mock-up of the website featuring functionality that enabled customers and the owner to manage client accounts.
- Positioned the owner to scale the site in line with business growth by using Firebase as a non-relational database platform.
- Trained the business owner on the limitations and capabilities of the prototype, and of the features of static websites in order to identify a platform aligned with the unique needs of the company.

EDUCATION & PROJECTS

San Francisco State University
Bachelor of Science Degree in Computer Science, May 2019

Web Application for Dormy Home Rental Services
- Served as a key member of a 7-person team developing an online application leveraging Agile and Scrum principles, as well as User Centered Design to maximize the overall quality of the user experience.
- Developed a reusable, responsive, cross-browser base template for the front-end team in order to empower collaborations on user, admin, and property pages, enabling the expansion of rental services to other campuses.
- Led the front-end team, establishing use cases, mockups, and prototypes that led to the delivery of a fully featured product serving property owners and tenants.

iOS Mobile Application – NearBites
- Worked as part of a three-person team building a restaurant directory service application from the ground up over a three-month timeframe.
- Gained invaluable experience working with Swift, Interface Builder, Auto Layout, and third-party open source libraries, as well as CocoaPods.
- Used a Model-View-Controller architectural pattern to separate REST API calls, data persistence, and view rendering for separation of concerns to improve scalability and reusability.