ULISES MARTINEZ

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TECHNICAL PROFICIENCIES

- **Programming Languages:** JavaScript(ES6), HTML5/CSS3, TypeScript(Learning), Python, SQL, Java
- **Frameworks & Tools:** ReactJS, Redux, Jest, Selenium, Adobe XD, Figma, Jira, Express.js, PostgreSQL, GraphQL, Webpack, Ionic, MongoDB, Git, Bootstrap, npm, Sass, AWS
- **Software Engineering Processes:** Agile, SCRUM Software Development, User-Centered Design, Full Software Lifecycle, Atomic Design, Accessibility and SEO

PROFESSIONAL EXPERIENCE

FRONT-END ENGINEER | Foundry College Inc (Online class platform) **|** May 2020 to Present

- Created a single page application (SPA) with the video player prototype with stable and maintainable components using ReactJS, HTML5, and CSS3 to target all major browsers and creating a seamless experience for over 1,000 students.
- Earned high recognition from the company's CEO and executive board for developing innovative functionalities to the platform's video player, which were featured in the company's pitch deck to potential corporate partners.
- Introduced a UI/UX Starter Kit to automate UI development and keep consistency across designs for the online class platform. Throughout implementation, I trained interns on Atomic Design Pattern to ensure code reusability and maintainability.
- Worked with the Senior Engineer to execute a new DevOps tool for the professors to manage live classes. From design to implementation, Agile Methodology was used to endure fast development iterations and constant sprint reviews.
- Trained and mentored 3 new interns on documenting their projects and conducted Unit, Integration, and Functional Testing.

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

- Worked with the Senior 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 SCRUM 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 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 in a team of 3 to build a restaurant directory service application from the ground up over a 3-month timeframe.
- Gained invaluable experience working with Swift, Interface Builder, Auto Layout, CocoaPods, and 3rd-party open source libraries.
- 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.