

# Gregory Fick

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Portfolio: [gregfick.com](http://gregfick.com) | LinkedIn: [linkedin.com/in/gregoryfick](https://www.linkedin.com/in/gregoryfick) | GitHub: [github.com/gfick](https://github.com/gfick)

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Front-end web developer focused on delivering well-designed, user-friendly web applications.

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## SKILLS AND TOOLS

- HTML, CSS, SCSS, Bootstrap 3
- JavaScript, CoffeeScript, jQuery
- PHP, Laravel 4, Ruby, Ruby on Rails, SQL, Cucumber, JSON, REST, AJAX
- Git, Perforce, JIRA, Confluence
- Adobe Photoshop, Balsamiq Mockups, Responsive Design, User Experience Design, Agile Software Development, Kanban, Scrum, Waterfall Methodology

## PROFESSIONAL EXPERIENCE

**ZeniMax Online Studios** | Hunt Valley, Maryland

*Front-End Web Developer*

October 2012 – Present

- Design, develop, and implement web features that support The Elder Scrolls Online (ESO) video game through marketing, sales, community, and customer support initiatives.
  - [Elderscrollsonline.com](http://elderscrollsonline.com) (PHP, Laravel 4, HTML, CSS, SCSS, JavaScript, jQuery, SQL, Bootstrap 3)
  - Elderscrollsonline.com Content Management System (PHP, CodeIgniter, HTML, CSS, SCSS, JavaScript, jQuery, SQL)
  - Customer Support Internal Tooling (Ruby, Ruby on Rails, HTML, CSS, JavaScript, jQuery, CoffeeScript)
- Maintain and update our CMS with tools that increase usability and reduce time spent entering content.
- Support cross-browser and cross-platform usability through responsive design using Bootstrap and custom code.
- Utilize AJAX, JavaScript, CoffeeScript, and jQuery for dynamic and interactive web applications.
- Integrate with internal and external APIs.
- Work closely and collaboratively with the User Experience team, ensuring correct functionality and design goals.
- Gather and scope requirements from internal and external teams, transform into technical stories and designs.
- Apply Agile development (Scrum, Kanban) and Waterfall methodologies using JIRA software - navigating through the full software development lifecycle.
- Assisted in designing and building platform JSON RESTful services using Ruby; APIs consumed by platform and ESO game teams.
- Created a template based email builder for marketing team using PHP, HTML, CSS, JavaScript, and SQL.

**ZeniMax Online Studios** | Hunt Valley, Maryland

*Quality Assurance Engineer*

November 2011 – September 2012

- Developed Cucumber tests that ran on builds of platform JSON RESTful services; increased code coverage from 5% to 85%.
- Worked with developers to create white/black box and automated/manual test plans, requirement specifications, and acceptance criteria for new JSON RESTful services.
- Designed, wrote, and implemented a web-based search application to query (cURL) ESO's Splunk REST API for game event logs using PHP, JavaScript, jQuery, HTML5, and CSS.
- Led collaborative testing with an external vendor on an ecommerce website; testing areas included CMS, front-end, responsive design, and browser compatibility.
- Maintained up-to-date documentation to facilitate quick and efficient onboarding.

## EDUCATION

**Towson University** | Towson, Maryland  
Bachelor of Science in Computer Science

Graduated August 2011