

Gregory Fick

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Portfolio: <http://gregfick.com> | LinkedIn: <http://www.linkedin.com/in/gregoryfick> | GitHub: <http://github.com/gfick>

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

SKILLS AND TOOLS

- HTML, CSS, SCSS, Bootstrap 3
- JavaScript, jQuery, CoffeeScript
- PHP, Laravel 4, CodeIgniter, 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, game, and customer support initiatives.
 - Elderscrollsonline.com (PHP, Laravel 4, HTML, CSS, SCSS, JavaScript, jQuery, SQL, Bootstrap 3)
 - Content Management System for elderscrollsonline.com (PHP, CodeIgniter, HTML, CSS, SCSS, JavaScript, jQuery, SQL)
 - Customer Support Internal Tooling (Ruby, Ruby on Rails, HTML, CSS, JavaScript, jQuery, CoffeeScript)
- Maintain and update custom CMS with tools that increase functionality and reduce time spent entering content.
- Support cross-browser and cross-platform usability through responsive design using Bootstrap and custom code.
- Utilize AJAX, JavaScript, jQuery, CoffeeScript and 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 to navigate the full software development life cycle.
- Assisted in designing and building platform JSON RESTful services using Ruby; APIs consumed by web and game teams.

ZeniMax Online Studios | Hunt Valley, Maryland

Quality Assurance Engineer

November 2011 – September 2012

- Developed Cucumber tests for 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 e-commerce 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

Graduated August 2011

Bachelor of Science in Computer Science