Mark Baker
Full-Stack Web Developer
Austin, TX

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PROFILE

Web developer with a focus on visual design and user experience. Career problem-solver passionate about creating ground-breaking web and mobile applications.

SKILLS

Languages

HTML5
CSS3
JavaScript / ES6

Libraries & Frameworks

Node / Express
React
CSS Grid
Bootstrap
jQuery

TOOLS

git / Github
Visual Studio Code
Adobe Photoshop
Adobe Illustrator
Adobe XD

HOBBIES/INTERESTS

Dark Souls
Ghost in the Shell
Settlers of Catan
Repairing Game Consoles
LEGO

EDUCATION

University of Texas at Austin Coding Bootcamp
May 2019 – August 2019, Austin, TX
Full-Stack Web Development Certificate

Texas A&M University-Commerce
August 2005 – December 2007, Commerce, TX
Bachelor's Degree in Photography

EXPERIENCE

Repair Supervisor – Game Over Videogames
June 2015 – May 2019, Austin, TX
Managed the repair, disposal, and redistribution of damaged games and consoles. Increased department efficiency and work quality. Self-taught: did necessary research to solve complex repairs or ones not previously encountered, which extended into creating training materials and resources for stores. Acquired a vast knowledge of variations in many different systems across generations of hardware. Streamlined job processing system.

3rd Key, Assistant Manager - Game Over Videogames
June 2013 – June 2015, Austin, TX
Merchandising, sales, and customer service. Tested incoming product, Helped customers troubleshoot issues with their hardware, and made recommendations based on their experiences. Bought in product from customers. Trained employees.

PROJECTS

Engauge
August 2019 – https://github.com/i-k0n/engauge
A data repository app for the oil & gas industry where companies can store, organize and visualize their data in beautiful infographics and specialized tables. Handled routes for the app, utilizing Express.js, and axios. Set up databases with MongoDB and Mongoose to handle form inputs, as this app relies heavily on input data.

Heroes United
July 2019 – https://github.com/i-k0n/heroes-united
A JavaScript-based RPG game. Collected and formatted assets. Layed-out character encounter (battle) screen. Used SVG paths to divide up enemy body parts for attack points. Added animations to characters for added interest and immersion.