

John Miles Martinez

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Software developer with a background in full-stack web development utilizing React, Redux, and JavaScript. Currently working with Fundamental Interactions as the primary front-end developer for multiple projects. I have many hobbies, including cooking, baking, martial arts, tabletop games, painting and fitness.

TECHNICAL SKILLS

Languages: JavaScript, Ruby, Rails, HTML/CSS, SASS/LESS, SQL

Frameworks: React.js, React-Native, Redux, Redux Saga, Bootstrap, MaterialUI

Tools & Technologies: Websockets, MongoDB, Chrome Developer Tools, Xcode, Agile, JSON, TestFlight

PROFESSIONAL PROJECTS

FI Mobile - ([demo](#))

An iOS and Android mobile app used for trading and maintaining financial assets. Built with React Native, Redux-Saga and other packages.

MidChains Onboarding - <https://mid-onboarding.fi-edition.com/>

This application allows users to onboard themselves by filling out admin-constructed forms. Built with React, Redux-Saga, React Bootstrap and other packages.

FI Onboarding & Risk Management

Constructed admin and user tools for Fundamental Interaction's onboarding and risk management features. Built with React, Redux-Saga and other packages.

- + Developed PDF generator that utilizes jsPdf and Autotable to generate user onboarding reports ([demo](#))
- + Form builder allows admins to create highly configurable forms for onboarding users ([demo](#))
- + Roles are chosen by users and contain several forms which are drag-and-droppable for ease of use ([demo](#))
- + User management allows admin to change the status of users and delete accounts ([demo](#))
- + User submissions can be managed, filtered through, and commented on. Admins also have the option to email users ([demo](#))
- + Registration is then completed by the user based on the forms in the role they select at registration ([demo](#))

Mosaic Exchange Asset Builder - <https://research.mexchange.online/>

Profile builder for financial assets. Users can sign up to browse tailored news feeds, and read and view assets published by other contributors.

- + Constructed form-building software to allow clients to build custom forms and asset templates ([demo](#))
- + Developed research platform utilizing QuillJS and React-Quill for Medium-like rich-text editing ([demo](#))

EDUCATION

Flatiron School, New York, NY - 2018 - 2019

- + Full-Stack Web Development, JavaScript and Ruby on Rails Immersive Program

PERSONAL PROJECTS

Open Hive War - [Github](#) | [Link](#)

A React app that generates missions for the tabletop game Necromunda. It allows users to share generated missions, and select or randomize cards. The cards used to generate missions are out of print, so I was inspired to create an application that allows users to quickly and easily generate a mission of their own, right from their browser.

D&D Horde Battler - [Github](#) | [Link](#)

A React app that simulates battles between large groups of creatures using D&D's combat system. Displays creature statistics and shows their health decline as the battle progresses. Built using React and Bootstrap.

EMPLOYMENT HISTORY

Fundamental Interactions, New York, NY

Software Developer, January 2020 - Present

- + Working with clients to transform wire frames into functional, pixel-perfect applications
- + Researching and implementing new technologies
- + Developing features to meet client demands and maintain easy to read, modular, and responsive code
- + Primary front-end developer for FI
- + Assembling and assigning Jira cases and issues
- + Organizing meetings between clients and developers

Software Developer Intern, July 2019 - January 2020

- + Front-end development with React and Redux-Saga
- + Implemented front-end redesign with a focus on streamlining legacy code with modern React/Redux workflows