John Miles Martinez

646-915-2711 | jmartinez729@gmail.com | johnmartinez.dev | GitHub | LinkedIn

Software engineer with a background in full-stack web development utilizing React, Redux, and JavaScript. Most recently worked with Farther as the primary front-end engineer for their Open Accounts system. I have many hobbies, including cooking, baking, martial arts, tabletop games, chess, painting, and fitness.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, SASS/LESS, SQL, Ruby, Rails
Frameworks: React.js, React-Native, Redux, Redux Saga, Bootstrap, MaterialUI, Node.js
Tools & Technologies: Websockets, MongoDB, Scala, Xcode, TestFlight, Jest, StorybookJS, HelloSign

PROFESSIONAL PROJECTS

Farther Open Accounts
A web-based one-stop-shop for Farther financial advisors to manage accounts and their associated clients, beneficiaries and documents. Built with TypeScript, JS, React and Redux.
+ Implemented document upload via HelloSign API, allowing advisors to add signature blocks and other fields to PDFs
+ Worked as sole developer on Open Accounts frontend, coordinating with back-end and design teams routinely
+ Successfully deployed to production web app in June 2022

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 - https://risk.fi-edition.com/
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)

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

Farther, *New York, NY*
Software Engineer, *January 2022 - June 2022*
+ Utilized TypeScript to develop complete plan and account management software
+ Researched and presented technologies related to front-end, including component management and unit testing
+ Communicated and coordinated with multiple teams to develop effective and production-quality tool sets

Fundamental Interactions, *New York, NY*
Software Developer, *January 2019 - January 2022*
+ Worked with clients to transform wire frames into functional, pixel-perfect applications
+ Researched and implemented new technologies
+ Developed features to meet client demands and maintained easy to read, modular, and responsive code
+ Primary front-end developer for FI
+ Assembled and assigned Jira cases and issues