

John Miles Martinez

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EMPLOYMENT HISTORY

Farther, New York, NY

Software Engineer, January 2022 - June 2022

- + Tech stack: TypeScript, React, Redux, HTML/CSS, HelloSign, Jest, StorybookJS, AWS
- + Developed the [Farther Open Accounts System](#), a web-based client management tool for financial advisors
- + Researched, presented and implemented component management and unit testing into existing codebase
- + Communicated and coordinated with multiple teams to develop effective and production-quality tool sets
- + Participated in on-call bug fixing, working directly with advisors to debug front-end or database-related issues
- + Wrote and edited production documentation and technical process documentation

Fundamental Interactions, New York, NY

Software Developer, September 2019 - January 2022

- + Tech stack: JavaScript, React-Native, Redux, Redux-Saga, HTML/CSS, Websocket layer, TestFlight
- + Developed [FI Mobile](#), an iOS and Android mobile app used for trading and maintaining financial assets
- + Developed [MidChains Onboarding](#), an app where users can onboard themselves via admin customizable forms
- + Developed the FI Onboarding & Risk Management platforms, which allows admins to [generate PDFs](#), [build customized, deeply nested forms](#), [manage user data](#) and [user submissions](#), and [offer custom registration questionnaires](#)
- + Interviewed, onboarded, and trained new developers

Fundamental Interactions, New York, NY

Software Developer Intern, July 2019 - September 2019

- + Tech stack: JavaScript, React, Redux, Redux-Saga, HTML/CSS, Bootstrap, Node.js
- + Developed the front-end for [Velocity Ledger](#), a crypto news aggregator and asset management app
- + Jumped into legacy JS codebase to rework functionality with modern React practices
- + Worked with clients to develop single-page web apps based on provided wireframes and documentation
- + Researched and implemented frameworks and packages that would benefit codebase and client requirements

PERSONAL PROJECTS

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

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 are out of print, so I was inspired to create an app that allows users to quickly and easily generate a mission of their own, right from their phone or browser.

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

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.

EDUCATION

Flatiron School, New York, NY - 2018 - 2019

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

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, AWS