John Miles Martinez

646-915-2711 | jmartinez729@gmail.com | My Portfolio Site | GitHub | LinkedIn

EMPLOYMENT HISTORY

Tactacam LLC, *New York, NY*
Software Developer, *September 2023 - Present*
+ Admin Panel (Internal Platform): Served as the primary developer for the Admin Panel, a mission-critical platform used by agents to manage user accounts and cameras. Led the development of key features, including a CSR upsell marketplace and a mass notification system for user-wide messaging
+ REVEAL & DEFEND (User-Facing Web & Mobile Apps): Contributed to the development of React Native applications, enabling users to manage and access their REVEAL or DEFEND cameras. Implemented core features such as camera management, user onboarding, and navigation drawer enhancements
+ Acted as the lead liaison between the front-end team and the UI/UX design team for the Admin Panel, ensuring seamless integration of design updates and user experience improvements
+ Provided on-call support, working directly with advisors to troubleshoot and resolve front-end and database-related issues, ensuring platform stability and user satisfaction
+ Authored and refined production documentation and technical process guides, enhancing knowledge sharing and onboarding for new developers

Farther, *New York, NY*
Software Engineer, *January 2022 - June 2022*
+ Implemented the Farther Open Accounts System, a web-based client management platform empowering financial advisors to efficiently manage client accounts, streamline workflows, and enhance user engagement

Fundamental Interactions, *New York, NY*
Software Developer, *July 2019 - January 2022*
+ Developed FI Mobile, MidChains Onboarding, and Risk Management platforms enabling administrators to generate PDFs, create dynamic, deeply nested forms, manage user data and submissions, and facilitate custom registration workflows. These platforms streamlined onboarding processes and enhanced risk management capabilities

PERSONAL PROJECTS

Open Hive War - Github | Demo
*Developed a **React-based mission generator** for the tabletop game **Necromunda**, enabling users to **randomize, select, and share custom missions**. Inspired by the scarcity of out-of-print mission cards, the app provides a seamless way for players to generate unique missions directly from their **phone or browser**, enhancing accessibility and gameplay.*
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, Unit Testing, StorybookJS, AWS