John R. Marquard

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I am a multidisciplinary Software Engineer who enjoys challenging work and contributing to interesting real-world projects. I take pride in my interpersonal skills, adaptability, attention to detail, multifaceted approach to business problems, and passion.

Career Experience

Software Engineer at Employsure (August 2018 - Present)

Responsibilities

- Prototyping, architecting, and developing bespoke applications
- Leading cross-department projects and initiatives
- Building application integration solutions
- Supporting and maintaining projects
- R&D to drive creative ideas and solutioning

Technical

- Languages (and related) Typescript, Python, NodeJS, SQL
- Services/Platforms AWS, GCP, Docker, Bitbucket Pipelines, Salesforce, Twilio, Purecloud
- Libraries/Packages axios, beautiful soup, pandas, numpy, scikit-learn
- Dev Tools git, serverless, jupyter, mocha/chai, unittest
- Other Tools Atlassian Suite (Jira, Confluence, Bitbucket)

Favourite Projects

- Architecture + API for leads submission with data validation, deduplication, campaign tracking, and statistical analysis features.
- Data modelling of client data to find retention trends and make estimate client retention probability.
- Automated employee provisioning between enterprise platforms.
- UI improvements for client account provisioning for CX teams.
- Automatic verification and validation of internal documents against online data sources.
 Achieved goals: reduce errors, improve process efficiency, speed up delivery to clients.
- Slack framework to integrate slack apps + slash commands easily with our microservices and API.
- Mailchimp integration with Salesforce to improve customer's marketing experience and ensure legal compliance.
- Ga+GoogleAds, Salesforce, Telephony, and BigQuery integration to provide tailored lead conversion metrics for our Marketing team.

Other Experience

- Data Science Course at General Assembly Sydney (March 2019 May 2019)
- Teacher's Assistant at Code Camp (Nov 2017 Jan 2018)
- Senior Sales Assistant at <u>BWS</u> (November 2015 August 2018)
- Manager for the <u>AnimeSydney</u> bands (2015 2018)
- Group Coordinator at Sydney's SMASH! Convention (2014 2016)
- Embedded Systems Engineer at <u>BLUEsat</u>, a UNSW Engineering society (2014 2015)
- Technical Service Representative at Global Gossip (July 2014 February 2015)
- Assistant Warehouse Manager at <u>Freedom</u> (December 2013 June 2014)
- Ran a small, local IT business in my suburb (2012 2014)

Personal Projects

- Mazerunner Java
 - Roguelike maze game (generated levels, 'infinite', AI entities)
 - o Responsible for game engine, lighting, scrum management
- Scrumptious Javascript, Node.js, React, Firebase
 - o Scrum development management web application
 - Worked on UX, asynchronous programming, project management, NoSQL design

Other Skills

- Security analysis, reverse engineering, digital forensics, cryptography
- Software development, programming (C, Java, Javascript, Python), embedded, OS
- Time management, effective teamwork, strong communication, critical review
- Project management, administration, and logistics

Links

GitHub: https://github.com/jrmarguard

• LinkedIn: https://www.linkedin.com/in/johnmarquard/

• Website: https://johnmarquard.me/

Education

Bachelor of Computer Engineering at UNSW.