

Marco Freemantle

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Summary

A dedicated software developer with a strong academic background and a passion for acquiring new skills. Through hands-on experience and continuous learning, I have honed a deep understanding of web technologies, object-oriented programming, algorithms and data structures. My innate problem-solving abilities are complemented by a proven track record of leadership, collaboration, and thriving in self-directed settings. Eager to leverage my expertise and enthusiasm to make effective contributions to projects and drive impactful solutions.

Core Skills

- JavaScript & TypeScript
- .NET & C#
- React.js & React Native
- Version control
- HTML, CSS
- Node.js, Express.js, MongoDB
- Linux
- Firebase, NoSQL

Projects Undertaken

- Band Box - Made with React.js and Firebase - musicians can use Band Box to manage finances, organise events, create and share set-lists, coordinate with band members through in-app chat, and track tasks all in one centralised platform with real-time synchronization.
- Calorie Tracker - A React.js project designed to help users monitor their calorie intake and weight. It provides a user-friendly interface where users can log their daily meals and track the associated calories. The application allows users to set personalised calorie goals and view their progress over time through interactive charts and visual representations.
- Multiplayer Shooter - A fully multiplayer third-person shooter developed in C++. Players can compete in Free-for-all mode to eliminate opponents for the highest score or collaborate in Enemy Survival mode to survive waves of AI enemies. The project leverages C++ for performance and Steam networking for multiplayer connections and matchmaking.
- Trym - A mobile application developed with React Native and TypeScript for connecting users with local barbers. It enables users to discover nearby barbers, view profiles, and will soon include booking functionality for scheduling appointments directly within the app.

- Multiplayer Tanks - A 2D multiplayer tank fighting game created with C#. The game utilises C# for its backend logic, including game mechanics, networking, and player interactions. It features real-time multiplayer functionality, allowing multiple players to connect and compete simultaneously over a network.
- Iris Voice Assistant - A web-based application developed in JavaScript, with voice recognition and synthesis capabilities. This project uses ChatGPT for responding to user inquiries using natural language processing.

Employment History

Professional Musician Onyx Party Band Aug 2018 - Current

- Established and lead Onyx Party Band, a successful premium show-band for over six years - https://www.youtube.com/watch?v=rEz0_8cpfFo
- Demonstrated strong leadership acumen in managing band logistics and coordinating performances.
- Serviced clientele including NSPCC, St. Gemma's Hospice, Spire Healthcare and The British Army to name a few.
- Spearheaded overall business development efforts to expand the band's reach and reputation.

Software Developer - Intern Media Advancements Aug 2021 - Sep 2021

- Engaged in TypeScript programming, enhancing my proficiency in the language.
- Worked closely with back-end APIs, gaining insights into full-stack development processes.
- Conducted debugging activities, improving problem-solving skills and understanding software troubleshooting methodologies.
- Learnt the importance of adaptability and effective communication within a collaborative workspace, ensuring alignment with project objectives and customer requirements.

Full career details available on request.

Education

Open University

Feb 2020 - Sep 2023

BSc (Honours) Computing and IT - First-Class Honours

Cardinal Heenan Catholic High School

Sep 2010 - Jul 2015

10 GCSEs - A to C