

Marco Freemantle

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marcofreemantle-portfolio.netlify.app/

Education

The 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

Relevant Professional Experience

Software Engineer Internship | Media Advancements LTD

Jan 2024 - Mar 2024

- Developed proficiency in TypeScript through programming tasks, advancing skills in front-end development.
- Engaged in code reviews, offering constructive feedback and incorporating best practices for code readability and performance.
- Worked closely with back-end APIs, contributing to full-stack development work-flows.
- Conducted debugging activities, improving problem-solving skills and understanding software troubleshooting methodologies.
- Contributed to the design and implementation of new features based on user stories and requirements gathered from stakeholders.

Full employment history available upon request.

Skills

Languages: JavaScript, TypeScript, C#, C++, Python, HTML, CSS

Frameworks/Libraries: React.js, React Native, .NET, Express.js, Unity

Technologies: Git, Firebase, MongoDB, Node.js, Linux, Google Cloud

Projects

BandBox

github.com/marco-freemantle/BandBox

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

github.com/marco-freemantle/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**github.com/marco-freemantle/OperationS**

A fully multiplayer third-person shooter developed in C++. Players can compete in Free-for-all mode to eliminate opponents 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**Work In Progress**

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**github.com/marco-freemantle/MultiplayerTanks**

A top-down 2D multiplayer tank shooter created with C# and Unity. This project makes use of Unity Gaming Services for client authentication, lobby creation, relay and matchmaking. Netcode for GameObjects is used for sending data across the network to keep clients in sync.

Iris Voice Assistant**Work in Progress**

A web-based application developed in JavaScript, with voice recognition and voice synthesis capabilities. This project uses GPT-3 natural language processing for responding to user inquiries.