MARK JONATHAN DAVIS
Junior Web Developer

A love for connecting moving parts is why I chose to do Economics and Spanish at university. Knowing that I didn't want to work in traditional finance but not knowing my definitive career path, I fell into managing cocktail bars and an eye for detail and continual want to learn put me in good stead.

However, I wanted a change from the antisocial hours. For me coding is just another language; create a foundation from which I can expand on independently. An aspect of self-education and desire to continue in a dynamic industry lead me to code in my spare time and the course at GA seemed the perfect fit to kickstart that change. My aim is to find a role with an informal and energetic atmosphere, where I can continue to strengthen and broaden my skills.

EXPERIENCE & EMPLOYMENT

TEACHING ASSISTANT: GENERAL ASSEMBLY - MAY 2017 - AUG 2017

On finishing the course, I was chosen to become part of the Instructional Team on the Web Development Immersive course. Having loved the course, I felt I could pass my experiences on to new students and cement my knowledge. In my role, I ran all of the labs and homework sessions for the students. I introduced what was required of them, prepared the starter code, where applicable, and readmes for them to follow. In addition to assisting students in class, I helped run homework reviews, code-alongs and assess homework submissions.

In addition to my responsibilities for this role, I spent time working on my projects from the course, refactoring, adding new features and furthering my skills across the whole stack.

WEB DEVELOPMENT IMMERSIVE: GENERAL ASSEMBLY - JAN - APR 2017

WDI is a three month full stack web development course designed to teach students the soft and hard skills necessary for working in the tech industry. Intensive learning of techniques such as Agile web development and TDD are used alongside modules learning JavaScript and Ruby, with frameworks such as Node, Rails and Angular.

GROUPMOVE

=> https://github.com/markjdvs/groupmove

A group project built with a MEAN stack that provides a platform for finding rental properties as a group. A major blocker I encountered was the required population of two models in both directions. Referenced models didn't allow such relationships, as I needed the id of a model's instance before it was created. I solved this issue using a pre-save lifecycle hook to attach a virtual to the new instance and then populated this using Mongoose's built-in feature.

AngularJS, Mongodb, Node.js, UI Router, Mongoose, UI Bootstrap, Satellizer, chart.js, ngResource, JWT

GUIDEBLOG

=> https://github.com/markjdvs/guideblog-be || http://github.com/markjdvs/guideblog-fe

A mobile-first app that is driven by users' blog posts from visiting areas around the world. This creates clusters of interest across the globe that new users can tap into in order to plan future trips. I used custom serializers to attach attributes to "stops" along a user's trip. I wanted to ensure that the ratings were reflective of people who had visited these places, so the average rating attributes that I attached to these stops were an average across all associated posts. I was also responsible for integrating the ability to vote on posts. Using the Acts As Votable gem, I wrote custom methods and serialized this data once again to provide a balanced vote to display in our Angular app.

Ruby on Rails, AngularJS, PostgreSQL, ActiveModelSerializers, CarrierWave, Fog::Aws, Acts As Votable

BETWEEN MANY FERNS

=> https://github.com/markjdvs/between-many-ferns

A moving puzzle game with similar logic to that of Candy Crush. During the build, the first short sprint to a 3 by 3 grid meant that I could see a scaleable solution early on during the project. I began again from scratch as major functions required near complete redefinition. Calculating the particular geometric patterns required to make these scaleable functions was the biggest issue I encountered.

JAVASCRIPT, JQUERY, CSS, HTML5

LAST.DRANK

=> https://github.com/markjdvs/last-drank

A fun, user-driven app for finding recommendations to preferred cocktails. Built with an Express back-end and a jQuery front-end, this is an app that helps you to try something new and different, but still to your taste. I used the Tesco API to normalise the recommendations' main ingredient of new entries. The vast data response from the API needed thorough filtering and the necessary attributes of the product passed through to the database using hidden inputs.

JAVASCRIPT, EXPRESS, MONGODB, MONGOOSE, AWS, SCSS, GULP, BOOTSTRAP, EJS LAYOUTS, BCRYPT, BLUEBIRD, MULTER

ASSISTANT GENERAL MANAGER: UNDER THE STARS - JUL 2015 - APR 2016

My role comprised collaborating with the head chef to write seasonal cocktail menus, the organisation of the team during service, and ensuring new employees became comfortable with various cocktail recipes and an ever-changing menu. I was also responsible for mentoring willing, current employees towards future management and the online presence of the restaurant.

SKILLS

FLUENT

DAILY STANDUPS, HTML5, JAVASCRIPT, CSS3, SASS, EXPRESS, NODE.JS, JQUERY, AGILE, ANGULARJS, GITHUB, MONGODB, GULP, MONGOOSE, AJAX

CONVERSATIONAL

POSTGRESQL, BALSIMIQ, AWS , YARN, RUBY, RAILS, MARVEL, SKETCH, BCRYPT

BASIC

MOCHA, JWT, CHAI, TDD, HEROKU

EDUCATION

Web Development Immersive at General Assembly [London]	01/17 - 04/17
BSc in Economics & Spanish at University of Bristol	09/09 - 06/14
Dulwich College: A-Levels [Maths, Spanish, Economics]	09/01 - 06/08

INTERESTS

Teaching myself languages. I speak Spanish, a bit of French and I'm currently learning German. The concatenation seems pretty natural now after learning JavaScript.

I love making my own liqueurs and mixing my own spirits. My particular favourite is blending whiskies; I try to replicate famous blends such as High West's Campfire.

If you've got any recommendations for crime podcasts, please send them my way; I've just smashed Crimetown and need more! Pickling and curing, breadmaking, hot sauce. Do the first three, collect the last.

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