MARTIN MAGSOMBOL

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EDUCATION

University of California, San Diego   *La Jolla, CA*
Bachelor of Science in Computer Science   *December 2019*
- Data Structures, Design & Analysis of Algorithms, Software Engineering, Computer Architecture, Web Client Languages, Security, Operating Systems, Interaction Design, UX Design, Information Architecture

WORK EXPERIENCE

Design 4 San Diego *Lead Software Engineer*   *August 2019 - December 2019*
React, Antd, SCSS, Firebase
- Managed a team with 4 engineers in a scrum-style work environment with GitHub's project kanban board.
- Implemented user registration and email authentication with Firebase's auth API to accommodate 500+ users.
- Collaborated with Front-end engineers to refactor and develop the official project site.

VennPool *Front-end Developer & UX Designer*   *November 2018 - May 2019*
React-Native, Redux
- Implemented the client-side of a carpool logistics mobile application using React's class-based components.
- Shifted the minimum viable product's design to focus more on easing pain points with Facebook's Login API.
- Pitched to investors and communicated with stakeholders about business needs and goals.

UC San Diego Cognitive Science Department *Instructional Assistant*   *September 2019 - December 2019*
- Prepared material for the *Usability and Information Architecture Course* on branding, usability, and user testing.
- Graded and provided feedback on portfolio websites for their final project assignment.

PROJECTS

Teamfight Tactics(TFT)-Analytics *Software Engineer*   *July 2020*
React, Material-UI, Riot API, Flask-RESTX, AWS Beanstalk
- Organized a team of 3 engineers to develop a web application for players of Teamfight Tactics by Riot Games.
- Assisted in the API development for extracting user information and their match history with Flask and Riot API.
- Wrote the React codebase with function-based hooks (form-handling, routing, templates).
- Established the repository's branch protection, kanban board, API documentation, and deployment with AWS.

i'MDB *Front-end Developer*   *August 2019*
HTML, CSS, JavaScript
- Designed and developed the front-end of a movie listing app that adheres to the RAIL model.
- Created custom pop-up dialogues with JavaScript to prompt the user to input details for movie entries.

PHOTOSHOPIFY *Software Engineer*   *September 2020*
React, GraphQL, Apollo, Heroku, Netlify, Material-UI, PostgreSQL, Cloudinary
- Developed and deployed a gallery platform for photographers to showcase their work using Cloudinary's API.
- Handled authentication/user registration with JSON Web Token (JWT) and password hashing with bcryptjs.
- Constructed and unit tested the GraphQL mutations and queries with GraphQL Playground by Prisma.

SKILLS

- Programming Languages — C++, Java, Python, JavaScript
- Web Development — HTML, CSS, SCSS, React, Firebase, Flask, Restful, React-Native
- Others — Vim, UNIX, Git Version Control