# Web Developer

## Marty Gormley

martinjosephgormley@gmail.com
martygormley.com
github.com/martyjg
linkedin.com/in/martygormley
+4478 4395 6541

**MG**

## Profile
My drive for web development derives from my enjoyment of problem-solving, the opportunity of learning how to tackle these problems from different perspectives and the satisfaction of making quality products. I'm searching for a position where I can work and learn creatively in a progressive and modern team.

## Skills

| *Proficient with...* | *Experience with...* | *Currently playing with...* |
|---|---|---|
| HTML5, CSS, JavaScript, jQuery, Ruby, Ruby on Rails, Node.js, Express.js, Angular, Mongoose, Git | AJAX, Socket.io, Mocha, Chai, Sinatra, Bootstrap, Foundation, Pure, Python | React.js, Arduino, Processing |

## Experience
**The Mill - Junior Front End Developer/Designer | May 2016 - present**
Going full-time with The Mill meant I was given my own front-end project working on the agencies internal tools, alongside assisting the team's lead Front End Developer on another project. Across these projects I've gained experience with testing (Selenium, phantomJS, behat, geminiJS, aXe accessibility testing), CSS preprocessors (SASS, LESS) and ReactJS.

**The Mill - Web Developer/Designer Intern | February 2016 - May 2016**
My internship at The Mill gave me a taste of every position in a development team and introduced me to real experience in an agile development process. Working closely with the team's designer helped develop my UX design skills and has aided me greatly in discussing a product's planning.

**General Assembly - Web Development Immersive | July 2015 - January 2016**
The WDI scheme provided me with an intensive initial learning environment in web development. The course involves twelve weeks of taught lessons which range across everything necessary to get on the technical level of a Junior Developer. The projects I completed during the course allowed me to experience the process of conceptualisation, planning, development and deployment. Most importantly, WDI has given me the tools to teach myself any new technology with confidence.

**Unicorns In Tech - Events and Community Manager | October 2014 - June 2015**
Organising the Unicorns In Tech community gave me experience of working alone and in a team to see large project through from start to completion. Arranging speakers and seeking new members provided me with an insight into the tech and startup world and current web technology.

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**Portfolio**

MySpace (originalmyspace.herokuapp.com)
A social networking app where you can present your personality/ interests and connect with friends. This was my final project at GA and I thought it would be interesting to take what was a new concept from the previous decade and recreate it using modern technologies. It provided me with an excellent opportunity to practice and present a lot of which I had learnt at GA.
Tech - An app built on Node & Express. I used Angular for a frontend framework and Mongoose to handle my database.

VibeRate (github.com/martyjg/wdi-project-3/)
An app where a user can pitch an idea to a group of friends and vote positively or negatively on ideas pitches to them. This was a group project built in 5 days. My role was Git Master and to assist the developers when they faced issues via pair programming. I had an opportunity to learn version control in a team setting and managed our team effectively.
Tech - an API built on Node & Express with an emoji API. Front-end built with JavaScript.

ScreenCapp (screencapp.herokuapp.com)
An app that lets a user share their favourite movie screenshots and offer a caption contest to other users. A user can post, view, edit and delete screenshots and have many social options such as commenting, voting up comments and following other users. A user can also login using Facebook authentication.
Tech - An app built with Ruby on Rails and a postgresSQL database with Facebook OAuth, SASS, Carrierwave.

LemonadeStand (lemonade-stand-game.herokuapp.com)
A JavaScript made for our initial project at GA. LemonStand is a simple game where a player must purchase ingredients then depending on the forecasted weather, select a location to sell their lemonade. The game continues if the player can keep their balance above zero. LemonadeStand is written in pure JavaScript and I also drew some graphics/animations for the game.
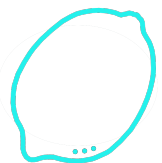
**Interests**
When not staring at a screen and making web apps, I can usually be found staring at a screen and playing video games. For weekend fun I'm always on the lookout for new cafes, bars and parties so please send any tips my way. Other extra-curricular activities include rummaging in charity clothes shops and checking out gallery openings or launch parties.