

MICHAEL DUDLEY-MARQUEZ, WEB DEVELOPER

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Technical Skills

Languages: JavaScript, HTML5, CSS3, TypeScript, Python

Libraries: Axios, EJS Layouts

Frameworks: React.js, Django, Express, Node.js

Databases: MongoDB, Mongoose ORM, SQL, PostgreSQL, Sequelize ORM

Miscellany: JSON, APIs, AJAX, Git, GitHub, Microsoft Office, Mac, Windows, WordPress

Professional Summary

Freelance web developer working to bring interaction and reaction through engaging applications, captivating content, and striking design. I build applications the way I build human community--through making connections and encouraging ease and accessibility to what brings people joy. Work history includes 7 years medical experience working with widely diverse patient base and 15 years total writing, editing, and entertainment experience.

Development Experience

Arcademy Spellbook Organizer, Full-stack, solo project.

SQL | PostgreSQL | Express | EJS | Node.js | JWTAuth | Dungeons & Dragons 5e API

- Maps through D&D API for researching and saving spells into spell books, sorted by characters and builds using one to many relationships in the database build.

Bud, Wiser., Full-stack, solo project.

MongoDB | Express | React.js | Node.js | JWTAuth | The Strain API

- Search cannabis strains by name keywords to view list of positive and negative effects, flavor profile, and medical uses.

LandMark, Full-stack, collaborative project.

MongoDB | Express | React.js | Node.js | JWTAuth | Mapbox API | Cloudinary API

- Utilizes Mapbox geolocation and Cloudinary photo APIs to enable users to create and participate in custom scavenger hunts.

ReliefLink, Front-end. Collaborative hackathon project, UX and web developers.

Mapbox | Express | React.js | Node.js

- Mobile optimized demo app for helping homeless people find food, shelter, and medical assistance using React to minimize bandwidth for older phones models and more restrictive data plans.

Demons & Dicerolls, Front-end, solo project.

HTML | CSS | JavaScript | Node.js

- Front-end monster fighting slot-machine game using a random number generator to trigger a developer-animated D20 roll to fight monsters.

Education

Software Engineering Immersive Certificate: Full-stack Software Engineering

General Assembly - Seattle, 5/2019 - 8/2019

420+ hour, 12-week full-time immersive course.

Bachelor of Arts (B.A): Major: English, Creative Writing | Minor: Communication, Journalism | Electives: Visual Art

Seattle Pacific University - Seattle, 9/2006 - 6/2010