

# Mark Hario

## Software Engineer

Full-stack JavaScript software engineer with an eye for UX, efficiency, and accessibility. Independent, organized and self-motivated, with experience designing and building dense, intuitive apps and the APIs to feed them. Known for being flexible, pragmatic, and respectful.

## Experience

**Denovo** (Boulder, CO)

July 2019 – Current

*Software Engineer – UI / UX*

- Performed agile software development rebuilding legacy app on Vue.js.
- Designed and built 'user requests dashboard,' a GitLab abstraction; includes graphs built with Plotly and multiple animated interface elements.
- Improved legacy code while seamlessly integrating new features.
- Designed prototypes and developed new features and work flows.
- Assumed scrum mastery, team leadership, and product ownership.
- Trained and mentored junior team members.

**IHS Markit** (Boulder, CO)

May 2017 – June 2019

*Associate Software Engineer II*

- Provided development and deployment within a large, interdisciplinary team for a major financial client serving millions of page views daily.
- Overhauled the 'Detailed Quote' investing pages with new Vue.js apps featuring updated accessibility, functionality, and user experience.
- Collaborated with designers to ensure pixel-perfect consistency with designs, and offered improvements and feedback.
- Ensured features were accessible to screen readers, partially sighted, and physically disabled users.
- Performed maintenance and upgrades to legacy code, mostly C#.

## Education

*Remote Immersive Program*

2016 – 2017

Full stack JavaScript Web Development  
Fullstack Academy

*Bachelor of Science Degree*

2012 – 2014

Welding Engineering Technology  
Ferris State University

## Contact

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## Skills

### Essential

Respect & Integrity

Communication

Teamwork

### Technologies

Vue / Vuex

React / Redux

React Native

HTML5 / jQuery

CSS3 / Sass / Less

Design / UX

Accessibility

Git / GitLab / Jira

Node / Express

Mongo / Postgres

Mocha / Chai

### Training

Docker

AWS

Dev Ops

## Education, continued

*Associate of Applied Science*

2007 — 2010

Welding Technology

Monroe County Community College

## Projects

### 3D Game Of Life

- Conway's Game of Life, converted into 3D
- Rendered with three.js, interface built with React.
- Will soon be moving to the cloud and adding a database.

### BiteSwipeLite

- A small app that offers a fun way to choose where to go for dinner.
- Originally built in React Native; rebuilding in React as a web app.

## Previous Work Experience

**Vizient Mfg Solutions** (Bettendorf, IA)

September 2014 — September 2016

*Robot Programmer*

- Programmed Fanuc arc welding robots for customers in the agriculture industry, utilizing non-contact laser sensing, multi-pass welding, and coordinated motion.
- Evaluated tooling designs using Fanuc WeldPRO simulations and cycle-time estimates; suggested improvements to engineering designs to improve welding automation efficiency.
- Trained new personnel in robot programming and wrote training documentation for Fanuc WeldPRO software.

**Pridgeon & Clay** (Grand Rapids, MI)

August 2013 — December 2013

*Welding Engineering Intern*

- Production support and process improvements in an automotive manufacturing environment.