

Mark Hario

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Summary

Junior- to mid- level JavaScript software engineer, with a focus on frontend, UX, and accessibility. Full-time experience building data-heavy, interactive Vue.js apps; side projects built with React and React Native. History of delivering consistent user experience, on time, as an integral member of a diverse team.

Skills

Vue / Vuex, React-Redux	Node	Git / GitHub, BitBucket	Accessibility
HTML5, jQuery	Express	TeamCity, Jira	Communication
CSS3 / Sass, Bootstrap	Postgres	Mocha / chai	Respect & Integrity

Experience

IHS Markit (Boulder, CO), *Associate Software Engineer II*: May 2017 – Current

- Provided on-going agile development and deployment within a large, interdisciplinary team for a major financial client serving millions of page views daily to investors and advisors.
- Overhauled the 'Detailed Quote' investing pages with: new Vue apps, featuring updated accessibility, functionality, and user experience.
- Collaborated with design to improve upon prototypes of data-dense, interactive tables to ensure accessibility both to screen readers, partially-sighted, and physically disabled users.
- Led deployment to acceptance and production environments for several projects and fixed defects and regression bugs, regardless of original developer.
- Collaborating with team members, assisting with troubleshooting and JIRA issues, evaluating and comparing potential solutions to complex technical issues; communicating same with CS resources.

Vizient Mfg Solutions (Bettendorf, IA), *Robot Programmer*: September 2014 – September 2016

- 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.

Projects

| GitHub and live-hosted links available at mhar.io

[BiteSwipe](#) *React Native*; a fun, native mobile app to help choose where to eat tonight

[BitewSwipeLite](#) *React*; rebuilding the BiteSwipe project, better this time

[3D 'Game of Life'](#) *React / Three.js*; Conway's *Game of Life*, adapted to 3D

Education

Fullstack Academy. **Software Engineering Remote Immersive**, February 2017

Ferris State University. **Bachelor of Science in Welding Engineering Technology**, August 2014