

## Mark A. Martinez

(210)387-1744 martinez.m31415@gmail.com [Website](#) [LinkedIn](#) [GitHub](#)

### SKILLS

Javascript, React, Redux, Ruby, Ruby on Rails, jQuery, SQL, PostgreSQL, Git, HTML5, CSS3, Logic Pro, Pro Tools, Final Cut Pro, Sibelius, Finale

### EXPERIENCE

**Software Developer – Viafly**, New York City, NY Jan 2019 – Current

- Tech Stack: React, Redux, Redux-Persist, Axios, Rails, Shopify/polaris
- Primary frontend developer for the Dashboard single page application
- Scale existing code base through normalization of Redux state and application file structure
- DRY React components by extracting code fragments into smaller purely functional components
- Effectively communicate with backend developers to create continuity for entire application
- Proper git flow: Feature branch, Pull request, Merge to development, Push to production

**Contracted Musician/Instructor(Drum Set/Percussion)**, San Antonio, TX May 2008 – March 2018

- Effectively communicate musical concepts which may be foreign to different age groups

**Sales Specialist – Sherwin-Williams**, San Antonio, TX March 2013 – July 2016

- Actively acquire new accounts in the form of face to face meetings, outbound/inbound sales calls

**Sales Representative – MarketSource/Hewlett-Packard**, San Antonio, TX Nov 2011 – Jan 2015

- Train citywide account employees on products, sales focuses, and sales qualification process

### EDUCATION

**App Academy** - *Immersive software development course with focus on full stack web development*

Full Stack Web Development Graduated June 2018

**The University of Texas at San Antonio**

Bachelor of Arts in Music Graduated May 2014

### PROJECTS

**MANO!MIDINERO?** - *Full Stack Single Page Application* [Live](#) | [GitHub](#)

- Effectively use closures/higher-order functions in JavaScript to attain DRY code for bills feature
- Provide seamless interaction between the frontend and backend with effective jQuery AJAX calls
- Create a responsive frontend with CSS3 functions/media queries to improve user experience
- Actively follows the Redux cycle in order to debug features in a timely manner

**Drummin'** [Live](#) | [GitHub](#)

- Javascript game created using Canvas API for animation
- Creates a responsive key map using event listeners to sync/trigger drum sounds with animation
- Employs collision/distance detection logic to record lower/higher scores depending on accuracy
- Provides gameplay visuals that are synced with the music by using requestAnimationFrame

**tomaTodo** [GitHub](#)

- Javascript library created to streamline DOM manipulation and interaction
- Implements an AJAX call, using XMLHttpRequest, that returns a Promise for response handling
- Employs helper/util functions in order to DRY code and improve maintainability
- Creates a callback queue that is recursively cycled once the DOM content has loaded