Marcos Jones

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Self-motivated & collaborative frontend engineer with a passion towards iterative design

Github: octoshrimpy   Codepen: octoshrimpy

Figma: octoshrimpy   LinkedIn: Marcos Jones

Netvision

System Administrator ▪ *Sept '20 - Jan '22*

- Designed, installed and troubleshot *nix-based network hardware and software
- Fixed user issues on-demand or from self-made alert systems
- Analyzed and adjusted systems for optimal performance with limited budget

Aquaveo

System Administrator ▪ *Aug '20 - Aug '21*

- Designed TUI SSH-based multi-server monitoring system
- Troubleshot level 1 & 2 problems, eg: IP conflicts, drivers, maintenance, etc
- Maintained networks and servers, eg: VPNs, routers, hardware, software, etc

Utah State University

UI, Frontend Dev ▪ *Sept '16 - Jun '19*

- Worked with team and users to develop and deploy Marionette-based webapp
- Programmed, tested and debugged all services within project
- Iteratively designed and improved current and past UI components

- Figma
- HTML5 / SCSS / ES6JS
- Gimp / Inkscape
- Git / version control
- Terminal usage
- Agile / Scrum methodologies