





Marcos Jones

UX/UI ▪ Automation ▪ octoshrimpy@gmail.com

Self-motivated & collaborative full-stack engineer with a passion for iterative design.

My focus is on delivering effective UX / UI, supplemented by a foundation of backend, automation and hardware design experience.

-  Github: [octoshrimpy](#)
-  Figma: [octoshrimpy](#)
-  Codepen: [octoshrimpy](#)
-  LinkedIn: [Marcos Jones](#)

Workwave

Automation Team Head ▪ Aug '21 - Present

Automate systems to reduce human error and increase productivity.

- Presented use cases for automation of processes and created automation branch
- Liaise with three divisions in the company and write the necessary tools
- Decreased one task time by 99.72%, **saving \$990,000 annually**
- Two weeks' worth of automation **created annual savings of \$49,920**

Netvision

System Administrator ▪ Sept '20 - Jan '22

Assisted in expanding the business into a national company by heading the IT section in Utah.

- Designed, installed and troubleshot *nix-based network hardware and software
- Analyzed and adjusted systems for optimal performance with no budget
- Designed routing and delivery system to:
 - Create **savings of \$6,000 monthly**
 - On average, **optimize routes by 3 hours per team**

Aquaveo

System Administrator ▪ Aug '20 - Aug '21

Troubleshoot software problems.

Maintained networks and servers in a small team.

- Designed TUI SSH-based multi-server monitoring system
- Troubleshoot level 1 & 2 problems, eg: IP conflicts, drivers, maintenance, etc
- Maintained networks and servers, eg: VPNs, routers, hardware, software, etc
- Tested monitoring systems within internal systems, **deployed the best fit**
- Built and maintained internal IT systems wiki, aggregating knowledge from current and previous employees' notes
- **Saved upwards of \$2,500** by sourcing local server hardware

Utah State University

UX / UI, Frontend Dev ▪ Sept '16 - Jun '19

Initiated application switch to a more robust codebase and cleaner design ideologies.

Designed, programmed, tested and debugged projects within Agile / Scrum methodologies.

- Worked with team and users to develop and deploy Marionette-based web app
 - Programmed, tested and debugged all services within projects
 - **Iteratively designed and improved** current and past UI components
 - Redesigned and refactored all application pages
 - Designed and implemented new code and code-style documentation
 - **Created an internal visual style guide** for in-house software
 - **Practiced A / B testing** to settle on the most intuitive interface for the users
 - **Conducted user research** on application use cases to **build better user stories**
 - Built internal user interaction logger to **identify usage bottlenecks** and improve user experience
 - **Met with groups of users monthly** to discuss usability on the latest updates, and **get feedback** for upcoming user interfaces, compared to current and future use cases
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- Figma / Gimp / Inkscape
 - HTML5 / SCSS / ES6JS
 - Git / version control
 - Terminal usage
 - Agile / Scrum methodologies