

# MARTIN SOUZA

New York, New York | 415-246-2736 | [souzam@sonic.net](mailto:souzam@sonic.net)  
[LinkedIn](#) | [GitHub](#) | [Blog](#) | [Portfolio](#)

## TECHNICAL SKILLS

JavaScript, React, Material UI, Redux, Ruby on Rails, ORM frameworks, SQL databases, JSON, HTML, CSS, Git, GitHub

## TECHNICAL PROJECTS

### Who Ya Gonna Call.org — [App](#)

A central directory for Ghostbusters fan franchise groups, organized with approval of Ghost Corps.

- Contributed to Python/Django REST API serving PostgreSQL relational database, containerized with Docker
- Developed dynamic, responsive single-page application frontend with Next.js, React, TypeScript, and Chakra UI
- Participated in planning feature architecture, pair programming, and code reviews

### Wordle Analog — [GitHub](#) | [App](#)

A functional clone of the popular browser-based word game.

- Designed JavaScript/React SPA game client utilizing Redux toolkit for app-wide state management
- Integrated external API to supply random words
- Deployed live app via GitHub Pages to enable CI/CD

## PROFESSIONAL EXPERIENCE

### Freelance

#### Software Developer

Remote  
01/2023–present

- Built and contributed to software projects for various clients

### Velvet Fang Games

#### Lead Writer, Editor

Remote  
05/2019–03/2023

- Conceptualized and wrote setting and narrative materials for game manuals, accessories, and add-ons
- Reviewed and edited text of all game content, approximately 600 pages total
- Devised original world, creatures, and encounters for the Deck of Possibilities™, successfully launched on Kickstarter in September 2022

### Quinn Emanuel Urquhart & Sullivan, LLP

#### Legal Secretary

New York, New York  
07/2013–03/2022

- Supported four to eight attorneys with administrative and paralegal assistance
- Facilitated research, interdepartmental communication, drafting, and proofing; managed expenses and time records

### Space Inch, LLC

#### QA Tester, Level Designer

Remote  
05/2015–02/2016

- Performed exploratory testing of mobile games using TestRail and Jira systems
- Designed and tested levels for puzzle games, monitored player data daily to optimize difficulty curves

### Harebrained Schemes LLC

#### Editor, Writer, Organized Play Coordinator

Remote  
01/2015–01/2016

- Proofread, edited, and wrote articles, stories, game text, and rules materials
- Assisted production and organized play teams with testing, bug reporting, debugging, and event organization

### Shalom Leaf, PC

#### Legal Assistant

New York, New York  
05/2012–06/2013

- Managed office of solo business attorney and assisted with all aspects of practice
- Prepared filings, contracts, letters; conducted research; oversaw company finances; liaised with clients and vendors

### Stripes39, LLC

#### Senior Marketing Analyst

Seattle, Washington  
11/2010–11/2011

- Wrote, edited SEO copy to promote client domains through blog posts; analyzed hundreds of target sites, pitched article ideas, ensured successful link placement
- Reorganized contact databases and streamlined team workflow, improving pitch success rates; produced first team SOP document; hired, trained, and managed new team members

## EDUCATION

### Flatiron School

Software Engineering Certification — JavaScript, React, Ruby, Rails

Remote  
10/2022–01/2023

### Reed College

Bachelor of Arts (BA) — Religion

Portland, Oregon