

# MARTIN MAGSOMBOL

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**Github:** [github.com/martinmags](https://github.com/martinmags) | **Portfolio:** [martinmags.github.io](https://martinmags.github.io)

**Skills:** JavaScript, HTML, CSS, React, Python, Git Version Control, Flask, REST API, C++, Java, SCSS, PostgreSQL, Firebase

## WORK EXPERIENCE

**Lead Software Engineer**, Design 4 San Diego

Aug 2019-Dec 2019

[React, Antd, SCSS, Firebase]

- Increased scalability and improved documentation by refactoring the existing React codebase to utilize Antd and SCSS.
- Implemented user registration and email authentication with Firebase's auth API to accommodate +500 users.
- Advocated for performance and scalability by conferring with senior engineer to determine the proper tech stack.
- Progressed team collaboration across a team of 4 engineers by establishing an agile environment using Github Projects.
- Fostered engineering best practices by routinely reviewing pull requests and keeping track of user stories and bugs.
- Partnered with primary business stakeholder to align on project goals and define short- and long-term deadlines.
- Shipped responsive website for discussion board by consulting with 4 UX/UI designers for pixel-perfect interface.

**Front-end Engineer**, VennPool

Nov 2018-May 2019

[React-Native, Redux]

- Implemented the client-side UI of a carpool logistics mobile app using React-Native and Redux.
- Translated Figma prototype into functioning UI using Expo Go.
- Collaborated with a business stakeholder, 2 engineers, and 2 UX designers to implement MVP to pitch to investors.
- Coordinated with stakeholders to define business goals within technical constraints.
- Spearheaded design-driven, user-centered approach by consulting with UX team.

**Instructional Assistant**, Information Architecture, UCSD

Sep 2019-Dec 2019

- Prepared course material on information architecture, branding, user experience, and usability testing for +100 students.
- Conducted heuristic and visual design evaluations to analyze UX portfolio websites and provide actionable feedback.

## PROJECTS

**Fullstack Engineer**, TFT-Analytics - [Repo](#)

Jul 2020

[React, Material-UI, Riot API, Flask-RESTX, AWS Beanstalk] - A mobile-first web-app for players of the game, Teamfight Tactics.

- Incorporated Git repository's branch protection, kanban board, and API documentation for 3 engineers.
- Planned out the microservices architecture design to determine project requirements and create user stories.
- Initiated the codebase for the REST API development with Flask-RESTX and Riot API.
- Successfully implemented form-handling, routing, and templates by writing React function-based hooks.
- Utilized AWS Beanstalk to deploy server-side API URL endpoints.
- Facilitated discussions to meet project goals and exchange feedback across the team for pull requests.

**Fullstack Engineer**, PHOTOSHOPIFY- [Server-side Repo](#), [Client-side Repo](#)

Sep 2020

[React, GraphQL, Apollo, Heroku, Netlify, Material-UI, PostgreSQL, Cloudinary] - A responsive web-app for photographers.

- Developed and deployed a gallery platform for photographers to showcase their work using Cloudinary's API.
- Handled authentication/user registration with JSON Web Token (JWT) and password hashing with bcryptjs.
- Constructed and unit tested the GraphQL mutations and queries with GraphQL Playground by Prisma.

**Front-end Engineer**, i'MDB - [Client-side Repo](#)

Aug 2019

[HTML, CSS, JS] - A movie listing web-app with CRUD functionality.

- Developed the front-end for CRUD API of a desktop web-app that adheres to the RAIL model.
- Created custom pop-up dialogues with Javascript by working closely with an engineer teammate.
- Implemented account creation and login functionality using Javascript.

## EDUCATION

B.S., Computer Science, University of California, San Diego

Dec 2019

- **Relevant Courses:** Data Structures, Design & Analysis of Algorithms, Software Engineering, Computer Architecture, Web Client Languages, Security, Operating Systems, Interaction Design, UX Design, Information Architecture