MARK ARTISHUK   SOFTWARE ENGINEER

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SKILLS

JavaScript, TypeScript, Jest, React, React Native, NextJS, GraphQL, Apollo, Redux, HTML, CSS, SASS/LESS, Styled-Components, Docker, NodeJS, Express, SQL/PostgreSQL, MongoDB, Redis, Java, Python, Git

NOTABLE PROJECTS

The Trash Panda

An app that helps users know how and where to recycle using image recognition or category selection.

- Collaborated with 3 Full-stack, 4 Data Science, and 2 UX team members on an 8 week window
- Led the majority of front-end development (integration of API's and component development/styling)

Tech Stack: React | Styled-Components | NodeJS | GraphQL | Apollo | PostgreSQL

EDUCATION

Lambda School — *Full Stack Web Development*

JUN 2020

Sierra College — *Computer Science*

AUG 2018

EXPERIENCE

American Poolplayers Association, Remote — *Software Engineer*

FEB 2021 - Present

- Build and support end-to-end software for member services (web and mobile), Scorekeeping native mobile app, tournament/regular play systems, and staff tools
- Collaborate with team of developers, QA, and project manager to ship quality products and updates
- Create and improve GraphQL API systems, caching solutions, database interactions, and SSO Authentication

BlockDeliver, Remote — *Full Stack Developer Intern*

OCT 2020

- Mapping backend functions with API connections

- Optimize infrastructure with best algorithms for increased speed and efficiency

HomeGoods, Roseville, CA — *Stockroom Associate*

AUG 2017 – SEP 2019

- Worked with backroom team to streamline unloading and processing of freight
- Developed a more simplified, time-saving, and labor-saving process of assembling furniture with regards to care and attention to detail
- Carried varying-sized furniture and communicated with customer on best orientations and process to place items in to customer's vehicles