


MARCUS BLACK

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Seattle - WA 



Software Developer



Portfolio
marcus-h-black.com

CAREER OBJECTIVE

As a driven software developer, specializing in web development, I possess a strong foundation in the HTML/CSS/JavaScript/Node.js tech stack, having created multiple websites with full integration from front-end to authorization/authentication, algorithms, data structures and database management in the back-end. I also have great knowledge in OOP principles with Java. I am seeking a software developer internship to improve my knowledge and expand my technical skills, I aim to leverage my evolving expertise and engineering mindset to contribute effectively to dynamic projects, while continuously expanding my skills in a collaborative environment.

SKILLS/TECH-STACK

Coding Languages

- Java
- JavaScript
- Typescript
- HTML/CSS
- Bash

Technologies

- React
- Astro
- Nano-stores
- REST API's
- Node.js
- MySQL
- Git
- Spring-Ecosystem
- Firestore
- MongoDB

COURSEWORK

College and Coursera

- CS151: Intro to java
- CS251: Programming with Java
- CS252: Intro to Unix
- Back-End Developer Professional Certificate
- Udemy: Complete JavaScript Course
- Udemy: Complete Node.js Course
- Udemy Complete React Course

PROFESSIONAL EXPERIENCE

Marine Machinery Mechanic

Puget sound Naval Shipyard - 2020/ 2023

- Team collaboration
- Problem solving
- Communication/Reporting
- Leadership/Planning

EDUCATION

Old Dominion University

Bachelors in Computer Science: Graduation - 2026

Olympic College

Associates Transfer Degree: Graduation - 2020

PERSONAL PROJECTS

LANGUAGE LEARNING PLATFORM

Technologies Used: Node.js, Astro, Prismic, Firestore, Git/GitHub, Nano-Stores, REST-API's, MailGun

- Designed and implemented a scalable back-end using Node.js and modular API architecture.
- Optimized user experience by using Astro for static-site generation, enhancing SEO and performance.
- Developed a dynamic blog with Prismic's headless CMS API, incorporating a custom serializer for seamless content management.
- Integrated Firestore for secure user authentication and expanding content management capabilities.
- Utilized Nano-Stores for lightweight client-side state management, improving app efficiency.
- Streamlined communication by integrating Mailgun for automated transactional and promotional emails.
- Employed Git/GitHub for version control.

COUNTRY QUIZ GAME

Technologies Used: Node.js, Astro, Firestore, Git/GitHub, Nano-Stores, REST-API's

- Using Rest-API, placing random countries into a grid
- Questions about countries that take away or make new grid items
- Scoreboard integrated into database

OREGON TRAIL GAME

Technologies Used: Vanilla Java

- Dynamic Map Creation
- Dynamic Weather patterns
- NPC Dialogue