

JAVIER MARTINEZ

Hollywood FL, 33024

(754) 265-9435

javier.martinezbz@gmail.com

GitHub: <https://github.com/hoogmin>

LinkedIn: <https://www.linkedin.com/in/javier-martinez-79a81a1a1/>

PROFESSIONAL SUMMARY

Determined programmer seeking to utilize my skills to build/maintain software that will help the company grow, provide value to users, and solve problems. Proven strong capacity to figure things out, familiar or not. Worked on software of my own, open-source, and for work.

EDUCATION

Cooper City High School
High School Diploma (Jan 2020)
Online Courses – Web Development, Python
Self-Taught
Books

EXPERIENCE

Network Computer Pros – Automation Specialist - Mar 2022 to Jan 2023:

- I worked on tasks that could be automated through programming and an internal web application for streamlining the client audit process for my co-workers. Involved the heavy use of the cloud (Azure) for building the backend along with JSON as the main data serialization language for APIs both my own and third-party. The main programming languages used were PowerShell (.NET Core) and JavaScript (Node.js).

SKILLS

- JavaScript/TypeScript (Node.js), C# (.NET Core), Python (Scripting, General Automation)
- Frontend: HTML, CSS, and JavaScript/TypeScript, Bootstrap, jQuery, React.js, Next.js
- Backend: Node.js, Express, ASP.NET Core (MVC, Razor Pages, Etc.)
- Cloud, especially Azure and its serverless compute service for writing backends
- Problem-Solving/Debugging and utilizing AI
- Strong familiarity with Unix-like operating systems, such as Linux, FreeBSD, and MacOS
- Experience using SQL And NoSQL Databases, such as MySQL, MongoDB, Etc.
- Experience with APIs (Application Programming Interfaces), JSON, and XML/XAML
- Experience using Git, GitHub, and CI/CD pipelines for managing and deploying changes to software projects

PROJECTS & CONTRIBUTIONS

- *TicketBot*: An MS Teams Bot written in JS (Node.js) that utilizes the ConnectWise API to fetch and perform operations on support tickets. It would display the information in MS Teams chat as a card and contain a button that would allow the user to assign themselves to the ticket. (Internal to NCP, Private repo)
- *Energizing Mini Quest*: Game project written in C# in the span of 72 hours as part of the online Ludum Dare Game Jam/Hackathon event (<https://github.com/hoogmin/EnergizingMiniQuest>).
- *Chaos Cell*: Game project written in C# in the span of 48 hours as part of the Ludum Dare Game Jam/Hackathon event (<https://github.com/hoogmin/Chaos-Cell>).

- *My Personal Website*: A small and simple site I built to serve as my personal site. Built with Next.js, React, and TypeScript. (<https://jmnxtsite.vercel.app/>)
- *Redox OS*: Made contributions for source code and documentation to the Ion Shell. Implemented the command history timestamp feature. Redox is an open-source Unix-like operating system written in Rust (<https://www.redox-os.org/>).
- *Infinity Roofing & Sheet Metal*: Website I built and managed for a roofing company using a content management system. (<https://www.infinityfg.net/>)