

Charles Marttinen

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GitHub.com/cmmartti

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Summary

Full stack developer experienced in designing and building web applications and APIs in JavaScript (React + TypeScript) and Python/Node/PHP.

Skills

Front-end/Browser

- JavaScript (ES5+): browser DOM API, TypeScript, React, Redux, GatsbyJS, GraphQL and REST APIs, jQuery
- Accessible HTML and advanced CSS (Sass)

Back-end

- Node.js with TypeScript, Python (Django), Graphene-Python (GraphQL server), PHP (Symfony Framework)
- SQL (Oracle, MySQL, PostgreSQL)
- Firebase, CircleCI, Linux, Netlify
- Test-driven development

Design

- UI design focusing on usability and UX
- Adobe Suite (XD, Illustrator, InDesign, Photoshop)
- Vector graphics and logos

Experience

PokéAPI (open source public REST API for Pokémon data)

Core Maintainer (volunteer) / Summer 2018 – Present

I re-built and maintain the website, handle support requests, and helped migrate to new static hosting on Firebase with automated deployments using CircleCI.

Marttinen Finish Carpentry

Finish Carpenter / July 2019 – Present, January – May 2017, 2009 – 2014

Port of Wilmington, Delaware

Software Programmer / March 2015 – May 2016

- Redesigned and began long-term rebuild of company Intranet based on Symfony Framework (PHP)
- Built pilots of web-based forklift-mounted tablet system for managing pallet movements within warehouses and mobile web-app for tracking shipping container movements for use in the field (React)
- Created and used REST and SOAP web APIs

The City of Barrie

Facilities Generalist / Spring 2014 – March 2015

Cleaned two public buildings and handled minor repairs.

Education

Self-directed

Web Development / May 2018 – June 2019 (full-time)

Georgian College of Applied Arts and Technology

Diploma in Graphic Design Production / September 2016 – May 2018

Ontario Secondary School Diploma

2013

Misc.

Zend PHP Engineer Certification

July 2015