

MARCUS FRANCO

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WORK EXPERIENCE

Resultant

June 2021 - Present

Junior Software Developer — prev: Software Engineer Intern

Remote

- Spearheaded initial development of the highest priority feature of the platform, establishing a scalable context infrastructure that accelerated deliverable turnover among a team of 7+ in an Agile environment
- Designed a TypeScript React reducer and context pipeline to streamline web socket integration, raising web socket presence 3x and greatly enhancing user experience; presented at department-wide meeting
- Performing code review, fixing defects, and minimizing cognitive complexity in collaboration with various teams
- Recognized company-wide with a Resultant Virtual High Five

Dulead

June 2020 – January 2021

Software Engineer Intern

Remote

- Implemented a robust file parsing solution in React for client renewals, providing instantaneous user migration and workflow automation, and reducing dedicated effort by over 90%
- Shipped internal features based on Material-UI and Tailwind CSS, and actively monitored and addressed bugs on a platform with 2,000+ organization employees

Self-Employed

June 2019 - May 2020

Freelance Software Engineer

Remote

- Deployed a secure Node Express server with EJS templating using Docker to optimize team implementation of mobile-friendly designs in Bootstrap, CSS, and JavaScript for a nonprofit organization
- Modeled flexible schemas for an integrated MongoDB cluster linked to various forms around the site to replace Google Forms, strengthening user retention and improving page load times by over 80%

VOLUNTEER EXPERIENCE

Stanford University — TreeHacks 2021

February 2021

Hacker for BlockFund

Remote

- Led the React frontend development with a UI/UX focused approach to boost visual engagement using Ant.Design and Sal, synthesizing and displaying information from blockchain
- Compiled and detailed a variety of user stories for our pitch deck demoed to representatives of Microsoft, Google, Zoom; the project won 2 awards

UC San Diego — SD Hacks 2021

February 2021

Hacker for Grosseries

Remote

- Led Unity development by building an interactive 3D world and cosmetic decomposition scripts in C# (learned overnight) that morph the world in response to user engagement, demonstrating environmental impact
- Collected media and print for the project submission proposal shown to judges; the project won 4 awards

UC San Diego — ELC Lab

June 2020 - July 2021

Research Assistant

Remote

- Refactored the entire HTML, CSS, and JavaScript ES6 codebase to use an extensive jsPsych framework, amplifying development, app performance, and collaboration among our team of 3+

STRENGTHS

Technical Tools

TypeScript, JavaScript, HTML, CSS, Sass, React Hooks, Bootstrap, Tailwind, Node
Git, NPM, Yarn, Jira, Adobe XD