

Marcus Bizal

Full-Stack Developer

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ABOUT

“Alchemist - A person who transforms or creates something through a seemingly magical process.” — I am an agile full-stack developer with a passion for learning by experience. I believe that the only true way to learn is by doing, making mistakes, and applying knowledge gained to develop myself and those I connect with. I enjoy using my skill set to transform mere ideas into functional & aesthetic products. I am currently seeking to join a remote team solving problems with modern JS + React/Redux + Node.

EXPERIENCE

Software Engineer

Booz Allen Hamilton

Charleston, SC

May 2017 - Present

Worked as a full-stack developer supporting two different government projects both providing Veterans with benefits.

- Worked on teams utilizing Agile/Scrum methodologies and rituals.
- Developed dependency-less data tables in raw JavaScript within project constraints.
- Collaborated with and supported QAs in creation of automated tests.
- Investigated and remedied defects.
- Bootstrapped internal project to create/edit files using proprietary format using React/Redux. Saving time and frustration during testing.
- Introduced team members to modern JS + React/Redux + Node stack.
- Documented and maintained inherited code base with very little existing documentation.
- Worked with a Spring Integration pipeline to ingest, parse, and persist files over an SFTP transport.

Technologies: Java, Spring, Oracle, WebLogic, JavaScript, React, Redux, Node

EDUCATION

Trident Technical College

Associate of Applied Science: Computer Programming

2014 - 2016

- Retained dean's list status throughout my career.
- Graduated with a 3.9 GPA.

PROJECTS

Raiders

Personal

An experiment aimed at recreating LEGO Rock Raiders (LRR) using browser based technologies. Initially developed natively in C++ and OpenGL, but later moved to JavaScript, Node.js, and WebGL for faster paced development.

- Developed a command line conversion tool to convert binary .map files used in LRR to a JSON format usable by Raiders.
- Progressive optimization of terrain geometry generation and rendering.
- Created a small independent library for configurable soundscapes and integrated it into Raiders.
- Optimized poly-count of models using Blender without sacrificing likeness to actual LEGO models.

My Terminal

Personal

My first Codepen; a functional mockup of iTerm on Mac OS X with pluggable commands.

- Written in HTML, CSS, and JavaScript in a single night.
- Was featured on the front page of Codepen and amassed 6000+ views and 170+ "loves."

CONTACT

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<https://github.com/marcbizal>

<http://codepen.io/marcbizal>