

Gwyndolyn Marchant

710-18 Stafford St, Toronto, Ontario, M5V 3W4 · (416) 200-0793

luna@shadenexus.com · github.com/GwyndolynMarchant

Job objective: To find work as a **front-end software developer**.

Experience / Projects

Full-Stack React / Ruby Developer *FDM Group* 08/2023 – 02/2024

Developer in a peer-directed learning project creating a clone of an online banking app

- Developed API routes using Ruby on Rails.
- Implemented Bcrypt to securely store hashes for passwords and security questions
- Developed front-end interface components in React.js

Java Developer *FDM Group* 07/2023 – 08/2023

Lead developer of a small team working on an application for consultants and trainers to handle tickets internally.

- Developed API routes using Spring framework in Java
- Wrote automated testing with JUnit and Mockito
- Refactored codebase to coordinate work with other teams and reduce errors

QE Developer *TD Bank* 02/2023 – 06/2023

Performed automated and regression testing for Salesforce applications under the Credit and Sales Modernization Program, for loan purposes.

- Conducted routine testing of Salesforce and nCino UI flows in Agile/Scrum environment
- Wrote tests using Salesforce API to verify testing data on back end
- Developed testing framework in Java with Cucumber libraries using Eclipse and IntelliJ IDEA
- Expanded documentation, using Javadoc in framework

Cohost97 *Individual Project* 07/2022 – 05/2023

Designed extensive site skin for 'Cohost' social media site to mimic the aesthetics and design language of Windows 98 and released auto-updating via Github.

- Developed advanced Sass/SCSS style sheets using component trees and numerous mix-ins
- Implemented features of the Stylus API to provide settings for users to tweak
- Used latest CSS selectors- Level 4, to optimize style sheet and provide consistency

Poe *Individual Project* 09/2021 – 07/2022

Developed a personal poetry site to present poems as static pages with precise placing reminiscent of cutout poetry.

- Created a build tool for page generation, ensuring consistent appearance

- Implemented CSS3 styles to recreate aesthetic of cutout poetry
- Maintained platform compatibility by following modern HTML5 and CSS standards

GZ Photography*Individual Project*

02/2022 – 06/2022

Created a modification for the video game 'Doom' that added a photography camera as a usable item in the game, released via web forum, itch.io, and open-sourced on Github.

- Scripted camera operations using gzDoom's latest scriptable features
- Followed Doom's asset requirements to create camera sprites modeled after a real camera
- Integrated operational options into game's settings menu
- Kept functions as minimal as possible to maximize interoperability with other modifications

Education / Training

Salesforce Developer Training

01/2023 – 02/2023

FDM Academy, Toronto, Ontario

- Customizing the Lightning Experience
- Data structures, objects, fields, relationships
- Importing and exporting data

Java Developer Training

08/2022 – 11/2022

FDM Academy, Toronto, Ontario

- Professional Skills
- SQL
- UNIX
- Java Core Fundamentals and Key Tools
- Web Apps/JavaScript
- Data Access
- Spring/Spring Boot
- Rest/Microservices
- Angular Framework
- Agile Project Management

B.Sc. Honors. Computer Science

09/2017 – 01/2022

York University, Toronto, Ontario

- Software Design (Business Logic)
- Introduction to Database Systems
- Advanced Object Oriented Programming
- User Interfaces
- Software Tools (Linux)
- Programming for Mobile Computing

Additional Skills

Languages

- Powershell, Fish, Bash
- Git
- TypeScript, Node.js, NPM

LinkedIn Learning

- Accessibility for Web Design
- UX Foundations: Accessibility