

# John Marinelli

8810 East Cloudview Way, Anaheim CA 92808 | (714) 904-5921 | john.marinelli.dev@gmail.com

johnmarinell.me | github.com/johnmarinelli

**Skills:** Ruby • C++ • Javascript • SQL • TDD • Backend • Agile • DevOps Best Practices

## Work Experience

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### Fullscreen Media

Playa Vista, CA

Software Engineer

Mar 2016 – Mar 2017

- Wrote new features for a custom ETL (Extract-Transform-Load) application built with Ruby on Rails.
- Followed Agile best practices: code reviews, daily standups, and weekly retrospects.
- Followed data warehousing best practices to maintain a clean and efficient hybrid-model data warehouse. After ingestion, the data would be used to develop reports for weekly executive meetings.
- Wrote, debugged and maintained complex SQL queries.
- Learned JQL well enough to use in a production setting in three weeks. JQL is a proprietary query language developed by a third party used to retrieve data from REST API.
- Implemented an AWS Lambda pipeline to ingest log data from Akamai into data warehouse.

### Consultant

Distributed

Software Engineer

Jan 2014 – Mar 2016

- Working closely with individual clients to build desktop and web applications from beginning to end.
- Managed and updated DigitalOcean and Amazon EC2 servers.
- Used tools like Docker and Vagrant to set up isolated development environments.
- Followed TDD best practices using frameworks like Ruby on Rails to develop specialized web applications.
- Made frontend design decisions.
- Designed and developed a product from sketchbook to customer-facing prototype.

### Hedgeye Risk Management

Dana Pointe, CA

Software Engineer (Intern)

April 2015– June 2015

- Developed test code to ensure website functionality in an agile, test-driven environment.
- Used Cucumber and RSpec along with Ruby on Rails to write descriptive, stakeholder-friendly integration tests.
- Developed an app for the company to be able to view metric data on TV screens at the office. Pulled data from New Relic, Heroku, and Airbrake using their APIs or writing my own API.

### DoubleHelix Optics

Boulder, CA

Software Engineer (Intern)

Jan 2015 – Mar 2015

- Sole designer and developer for customer-facing frontend. This frontend was later used for sales and academic presentations.
- Integrated OpenCV, Point Cloud Library, the QT framework, and modern C++ practices to design and implement a product leveraging super-resolution microscopy.
- Used a combination of Google Test and QTest frameworks to test client application end-to-end.
- Used Visual Studio to analyze and debug a multithreaded environment.
- As one of few Interns with C++ proficiency, the Lead Backend Engineer selected me to develop and contribute code on this product.