ME

Marshall Ellison

Software Developer/Designer

📞 210-758-9588

✉ mgellison@mymail.tstc.edu

🌐 https://www.marshallellison.com

Education

Bachelor of Science in Digital Media Innovation and Mass Communication
Texas State University, San Marcos, Texas
May 2022

Associate of Applied Science Computer Programming Technology
Texas State Technical College, Waco, Texas
Dec. 2017

Skills

Microsoft Word, Excel, Powerpoint, Access, OpenOffice, Photoshop, Illustrator, Lightroom, Indesign, Adobe Premiere, Adobe Animate, Canva, Piskel, Figma, Sketch, Blender, Maya, HTML, CSS, SCSS, Angular JS, Angular6, Flexbox, Material, Javascript, Wordpress, Bootstrap, NPM, Filezilla, Slack, Visual Studio Code, Visual Studio, .net framework, MVC, WPF, Windows Forms, C#, Crystal Reports, Install Shield, Github, Visual Basic, C++, Standard Template Library, Java, JApplet, JavaFX, Jframe, Jcreator, Netbeans, Eclipse, Python, Linux OS, Windows OS, MAC OS, Arduino, Ubuntu, Unity, SQL, PLSQl, TSQL, MySQL, SQL Server, AWS, Firebase, Visio, OLEDB, Swift, Reaper (CockosFX, VST, VSTI), Audacity, Guitar Rig 5, CRM, CMS, Google Analytics, Midjourney AI, Stable Diffusion AI

Work Experience

Antares at Tenaris as a Junior Software Developer
June - July 2018

- Taught myself HTML/CSS/SCSS/Javascript by using skills I developed in school.
- Learned how to use NPM to sync up with my coworker's packages.
- Taught myself how to use Angular Js/ Angular6 with google's material design making custom components for the front end.
- Helped a team of programmers develop and improve custom software designed to track and store incoming data in relation to the production of seamless steel pipes.
- Created a modular clock component which displays a calendar when you click on it.
- Designed and programmed several tables which displayed information queried from an AWS database.

Freelance work as a Designer/Web Developer
2015 - present

- Edited images for family friends, adjusting hue/saturation, coloration, cropping, cutting out certain things.
- Designed and programmed a customized website in Wordpress for a client and understood their needs through proper communication. He wanted a website that would cheer him up after his breakup, so I made a goofy site called simp4Joel. The link for it is in my portfolio.
- Offered my consulting services to a friend of my mom's to help her figure out how to get a website, apply watermarks to her photography, and market her books on social media. I spent a few hours going through her options with website dev tools like Squarepace, Wordpress, Shopify. I offered my services for creating the website for her if need be.

Relevant Coursework

- Photoshop and Illustrator - techniques and tools like layers, masks, opacity, blending, brush tools, hue, saturation, magic wand, lasso, spot healing brush, blurring. Created vector art using the pen tool in Illustrator. Vector graphics offer images which are mathematically stored as lines curves and shapes rather than individual pixels. This allows for accurate scaling and cleaner lines.
- AP Computer Science - Learned basic programming skills like binary, logic operators, print statements, if-then, iterative loops. Used (Japplets) awt and javax.swing to mathematically draw fractal images and modify a simple space invaders game to produce interesting visual results.
- Programming Logic - Learned about C++ and the standard template library, which provides algorithms, containers, functions, and iterators that all help save some time.

ME

📞 210-758-9588

✉️ mgellison@mymail.tstc.edu

🌐 https://www.marshallellison.com

Education

Bachelor of Science in Digital Media Innovation and Mass Communication
Texas State University, San Marcos, Texas
May 2022

Associate of Applied Science Computer Programming Technology
Texas State Technical College, Waco, Texas
Dec. 2017

Skills

Microsoft Word, Excel, Powerpoint, Access, OpenOffice, Photoshop, Illustrator, Lightroom, Indesign, Adobe Premiere, Adobe Animate, Canva, Piskel, Figma, Sketch, Blender, Maya, HTML, CSS, SCSS, Angular JS, Angular6, Flexbox, Material, Javascript, Wordpress, Bootstrap, NPM, Filezilla, Slack, Visual Studio Code, Visual Studio, .net framework, MVC, WPF, Windows Forms, C#, Crystal Reports, Install Shield, Github, Visual Basic, C++, Standard Template Library, Java, JApplet, JavaFX, Jframe, Jcreator, Netbeans, Eclipse, Python, Linux OS, Windows OS, MAC OS, Arduino, Ubuntu, Unity, SQL, PLSQl, TSQL, MySQL, SQL Server, AWS, Firebase, Visio, OLEDB, Swift, Reaper (CockosFX, VST, VSTI), Audacity, Guitar Rig 5, CRM, CMS, Google Analytics, Midjourney AI, Stable Diffusion AI

- Oracle SQL - Learned how to create tables, indexes, views, sequences, select statements, constraints, grouping, joining tables, inserting rows using SQL.
- Intro to C++, Java, Game Design - Learned about more complex programming practices and techniques like structures, functions, arrays, objects. Applets, Java FX applications, and Jframes. Learned about the process of game development, familiarized with the unity game engine somewhat. Scripted some simple things in C# like movement controllers and events.
- Computer Programming - Learned how to code in C# and VB using windows forms on the .net framework. Created functional mini applications such as a program which converts Celsius to Fahrenheit; an application which allows the user to input information, which is then saved into a dat file; a program that uses functions to calculate charges for an auto repair shop; etc...
- PLSQL, Microsoft SQL, TSQL, MySQL - Learned oracle's PLSQL, SQL server, MySQL, and TSQL with their respective database counterparts. Practiced writing batch files and technical documentation.
- Advanced C++ - Learned how to do advanced C++ stuff like operator overloading, inheritance, polymorphism, pointers, exceptions, and console graphics.
- Database development with C# - Learned how to integrate databases/excel files with code in windows forms to create applications that utilize inheritance, OLDEDB, structures, printing, system.IO StreamReader. Databases included Access, Microsoft SQL Server, Firebase, AWS. Created a music management program which stores and plays music from an Access database and is retrieved by using the OLEDB API.
- Systems Analysis and Design, IOS - Learned about system architecture, database design, flowcharting using Visio, database normalization. Learned about Agile and scrum project management methodologies. Learned about mobile application development for IOS using swift, as well as prototyping with sketch.
- Advertising, Advanced Social Media - Created analytical reports and designed promotional infographics with Photoshop and Canva while utilizing a style guide to uphold brand cohesion.
- Web design - Learned about responsive web design and using Flexbox to maintain alignment. Learned about FTP and used Filezilla to transfer website files from a server to a client on a computer network. Introduced to Wordpress and it's ilk.
- Media Design - Learned and utilized design principles like hierarchy, balance, and alignment to create a faux magazine in Adobe Indesign. Created a mood board, style guide, logo, interactive prototype, and several social media marketing advertisements utilizing color theory, typography, Photoshop, and Canva.
- Digital Media Innovation Capstone - Participated in a team research project for product development that aimed to teach product life cycle. Designed and programmed a promotional website for app. Utilized lean canvas to help come up with business strategies for the app. Utilized Figma to create a prototype app using sketches, wireframes, and flowcharts for IOS and Android.

Personal Projects

- Built a micro ATX computer. Spent a day putting together the parts and troubleshooting some weird problems using the motherboard's integrated diagnostic codes.
- Created an application in C# which stores pictures, videos, and sound files in an Access database and offers the ability to organize and filter the files through a data grid view. It is kind of like windows explorer.
- Created a deployable game using C#, windows forms, crystal reports, install shield, Access, Microsoft SQL server, and making custom 2d sprites by using Piskel.
- Used Bootstrap to create personal website that houses my portfolio and resume.
- Used the Unity game engine to develop procedurally generated 2d maps and 3d meshes of those maps using Perlin noise through vector graphics programming and C#.