

Marques Scripps

Full Stack Software Engineer

Letchworth, UK • marques_scripps@outlook.com • 07596886657
github.com/marquescoding • linkedin.com/in/marques-scripps-476103141

Full Stack Software Engineer with production experience at Ocado Technology, independent client work, and a portfolio of open-source products. Strong across a React / TypeScript front end and a Java / Spring Boot & Hono back end, with a focus on testing, build performance, and developer experience.

Skills

Languages: Java, JavaScript, TypeScript, Python, Rust

Frameworks: React, Next.js, NestJS, Hono, Spring Boot, Electron, ThreeJS

Tools & Infra: AWS, Docker, PostgreSQL, Redis, Prisma, Drizzle, Turborepo, TailwindCSS, GitLab, Jest, Cypress

Experience

Full Stack Software Engineer (E2) — Ocado Technology (Hybrid) Oct 2023 – Present

- Contribute to full-stack development of a customer-facing web application for the retail industry, working within a team of 48.
- Improved front-end accessibility through training-led practices, including responsive layouts and RTL support.
- Introduced end-to-end testing to the team's pipeline using custom Docker containers.
- Defined and shared JavaScript front-end standards adopted across multiple teams at Ocado.

Technologies: AWS, Java, Spring Boot, JavaScript, TypeScript, GitLab, Jest, Cypress, Docker

Full Stack Software Engineer (E1) — Ocado Technology (Hybrid) Aug 2022 – Oct 2023

- Streamlined build and migration processes, cutting build times by 24%.
- Migrated projects from Webpack to Vite, saving ~1m 36s per build on average.
- Built and maintained a shared UI component library reused across multiple teams' applications.
- Developed an interactive grid map with ThreeJS, improving user navigation and data visualisation.
- Embedded Cypress into testing workflows, improving coverage and reliability.

Technologies: AWS, Java, Spring Boot, JavaScript, TypeScript, GitLab, Jest, Cypress

Full Stack Software Engineer — RCRaceControl (Self-Employed) Aug 2018 – Present

- Migrated a legacy PHP application to a modern stack (React, Next.js, Postgres).
- Built an interactive event-booking platform backed by a custom NestJS API.
- Created a bespoke UI component library tailored to the project, and supported clients directly.

Technologies: AWS, React, Vite, Next.js, NestJS, Postgres, Docker, GitLab

Projects

PolarHQ — Self-hosted, end-to-end encrypted Photos, Drive & Docs suite github.com/MarquesCoding/PolarHQ

- Building a privacy-first, self-hostable alternative to cloud suites where the server only ever stores client-side-encrypted ciphertext (libsodium).
- Spans a photo library, a versioned file drive, and real-time collaborative docs/sheets, with a native SwiftUI iOS app.

Technologies: TypeScript, Next.js, React, Hono, tRPC, Drizzle, PostgreSQL (pgvector), Redis, S3 / MinIO, Swift

StellarStack — Open-source game server management panel github.com/MarquesCoding/StellarStack

- Self-hostable panel for managing Minecraft, Terraria, Valheim and other game servers across distributed nodes.
- Real-time monitoring, automated backups and granular access control (45+ permission nodes), with a Rust daemon driving Docker containers.

Technologies: TypeScript, Rust, Next.js, React, Hono, Prisma, PostgreSQL, Tokio, Docker, WebSockets

StellarGit — AI-powered desktop Git client (macOS / Windows / Linux) github.com/MarquesCoding/StellarGit

- Cross-platform Git client with an interactive commit graph, syntax-highlighted diffs, blame, stash management and an embedded PTY terminal.
- Integrates GitHub / GitLab pull requests and AI-assisted workflows behind a themeable UI (29 themes).

Technologies: TypeScript, Electron, React, Vite, TailwindCSS, shadcn/ui, Zustand, xterm.js, Turborepo

Education

BSc Computer Games Technology — University of Suffolk

Sept 2021

2:2 Honours