

Marshall Blatz

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SKILLS

Languages: TypeScript, JavaScript, C#, Java, Python, SQL, HTML/CSS

Frameworks & Libraries: React, Node.js, GraphQL, ASP.NET MVC, .NET, Spring Boot

Tools & Infrastructure: Git, Azure DevOps, Google Cloud Platform (GCP), Jenkins, RabbitMQ, Supabase

Databases: SQL Server, MySQL, PostgreSQL, Cassandra

WORK EXPERIENCE

Uline

Chicago, IL

Software Developer

May 2025 – Present

- Shipped a self-service pricing request feature across a Java Spring Boot REST API and ASP.NET MVC frontend, letting customers manage and convert requests to orders, driving 2,000+ monthly conversions
- Connected ASP.NET MVC frontend to a cross-team REST API enabling direct web-based return creation, built SQL Server stored procedures to surface return data, replacing a manual CS workflow and reducing volume by ~300 emails/day
- Built responsive TypeScript UI components across uline.com, including modals, data grids, and form validation for the pricing request and returns features

Associate Software Developer

June 2024 – May 2025

- Built a Java Spring Boot microservice migrating data from a Cassandra data source to SQL for reporting purchase order information
- Created a reusable TypeScript date formatting UI component to standardize date display across uline.com for three locale cultures (Canada French, Mexico Spanish, US English)
- Migrated a legacy report distribution system to .NET 8, removing tech debt for a deprecated framework

Iowa Reading Research Center

Iowa City, IA

Software Developer

May 2023 – June 2024

- Built a CRM in React and Node.js with GraphQL-driven data fetching, Zoom API integration, automated emails, and calendar scheduling, adopted by 10 researchers to manage 100+ study participants
- Deployed and managed applications on Google Cloud Platform using CI/CD pipelines, collaborating with literacy researchers to ship features iteratively

Student Software Developer

November 2021 – May 2023

- Built a reading assessment application using TypeScript with React and Node.js, serving 12,000+ students
 - Architected a single sign-on service across 4 applications using JWTs and a shared MySQL database, cutting daily student login time by over 50%
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PROJECTS

Repeat — Spaced Repetition Manager for LeetCode

repeat.mblatz.com

- Built a full-stack spaced repetition web app with custom scheduling, importable study plans, and Supabase persistence with row-level security (React, TypeScript, PostgreSQL)

Bluph — Online Multiplayer Card Game

bluph.mblatz.com

- Built a real-time multiplayer card game with Socket.io state sync, room matchmaking, and turn-based logic (React, TypeScript, Node.js)
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EDUCATION

University of Iowa — B.S.E. in Computer Science and Engineering

May 2023