

# MICHAEL PIETROSKI

Full Stack Developer

## CONTACT

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## TOOLS & SKILLS

### Front-end:

- HTML, CSS, SASS/SCSS, JavaScript, TypeScript, React, React Native, Angular, Bootstrap, Redux, jQuery, Expo, PWA, Jest, Puppeteer
- Responsive Design, Web Accessibility, (TDD) test-driven development, Documentation JSDoc, TypeDoc

### Back-end:

- NodeJS, Express, API, Data Security, AWS, Google Firebase, Google Dialogflow, REST, PostgreSQL, MongoDB

### Software:

- VSCode, Postman, Android Studio, Figma, Lunacy, Photoshop,

### Source Control:

- GitHub, Git, Preforce, Plastic SCM

## EDUCATION

Certificate in

### Full Stack Developer

Career Foundry, - Mar 2024

Diploma in

### Advanced 3D Modeling

CG Spectrum College, - Aug 2022

## SUMMARY

Web developer with a background in art and technology. Experience with wireframes, working prototypes, frontend development, and backend development. Production quality mindset and creativity to build responsive applications, develop, test, debug, and launch websites.

## PROJECTS

### Chat App

*Personal project, Career Foundry, Feb 2024*

- Designed an app that can send images, photos, locations, and messages to others.
- Established with React Native and Gifted Chat, Stored chat data with Google's Firebase.
- Achieved a simple and understandable UI with Gifted Chat and a responsive app that allows offline viewing of messages.

### Movie Mike's

*Personal project, Career Foundry, Nov 2023 - Dec 2023*

- Assembled a React client-side app that allows users to view lists of movies, genres, and directors.
- Applied features for user profiles and favorites lists.
- Integrated MovieAPI is designed with REST API, Node.js, and Express, and data is stored with MongoDB.
- Enhanced experience with Reacts (SPA) Single-Page Application, and component state.

## EXPERIENCE

### 3D Modeler

*Part-time, Kitesurf Technologies, NJ, Oct 2022 - Present*

- Created prototype models that use kitesurfing physics and movements.
- Coordinated with Software Engineers and industrial Engineers.
- Improved usability and designed a compact model that fits in smaller spaces, has potential residential use, and is customizable for boards and cables.

### 3D Environment Artist

*Full-time, Soul Les Games LLC, TX, Dec 2021 - Jan 2023*

- Collaborated with leaders, art directors, and other artists to provide scope for the environment.
- Assembled modular environments and provided quick redesigns and reusable assets.
- Improved reusability, reduced repetition, and expanded the art scope.

### Sales Associate

*Part-time, Station Wines & Liquor, NJ, Oct 2019 - Apr 2022*

- Helped find, sell, and manage 1,300+ unique liquor items. Took 50+ calls daily.
- Arranged liquor by alphabet and categorized them by brand.
- Boosted employee productivity, and the store environment became cleaner.