



Max Wilhelmi

Front End Web UI Engineer



Summary

Resourceful web developer with a flair for writing flexible and concise solutions. Developed functions for retrieving, sorting and displaying data from APIs, and created versatile, responsive page stylings and navigation features while bringing glamour to stale content. Passionate about creating intuitive user experiences while keeping a clean codebase for developers.



Experience

Jan. 2019 -
Feb. 2020

Senior Front End Web UI Engineer

Fathead LLC

- Improved user experience through a mobile and tablet responsive, ground-up redesign of our homepage and site-wide navigation banner
- Implemented and maintained multiple APIs for dynamic content delivery to Fathead.com, specifically Cloudinary, Prismic, FontAwesome, and Fathead's own proprietary content delivery API
- Regularly fixed bugs across the front and back end of our codebase, utilizing vanilla JS, the Vue.js framework, HTML, CSS/Sass, and occasionally C#
- Frequently suggested, then implemented layout and interface improvements to individual pages and site-wide elements
- Exhibited clear inter-team communication to address bug fixes and approach feature development in a way that takes advantage of others' expertise

Sept. 2017 -
Dec. 2018

Web Developer

Lansing Community College, Marketing Department

- Developed JavaScript based API retrieval system for gathering, sorting, and displaying up-to-date career outlook data for every degree program offered by the college
- Improved user experience through a complete overhaul of the former LCC website, handling over 17,000 assets
- Revised and updated content daily for all college departments while staying consistent with brand standards and visual themes

May 2015 -
May 2016

Programmer and Digital Artist

Michigan State University Games for Entertainment and Learning Lab

- Wrote object-oriented management systems and game mechanics in C#
- Designed, developed, and iterated upon user experience and user interfaces with feedback from in-person product testing
- Created 2D and 3D art assets across a multitude of styles and themes



Education

Graduated
Dec. 2016

Michigan State University, B.S. in Media and Information, Minor in Video Game Design

- Followed my enthusiasm for programming through MSU's rigorous Game Design program, ranked 7th in the country at my time of graduation
- Excelled in user interface design and development
- Combined my art and programming capabilities to become an effective and versatile content creator



Personal Info

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LinkedIn

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Portfolio Site

maxwilhelmi.github.io



Languages

JavaScript



HTML 5



CSS, Sass



Vue.js



jQuery



TypeScript



Skills

API Integration



Node.js & Npm



Git



Version Control, Content Mgmt. Systems



Gulp

