

Michael Savchuk

Web Developer & Designer

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I've been tinkering with computers and programming since as far as I can remember. It started with making tiny video games after school but eventually I found my way to making things on the web. I'm very detail oriented, passionate about my work, and driven to craft experiences that empower and delight people.

When I'm not at a computer you may find me hiking, biking, longboarding, playing Spikeball or perfecting my coffee brewing technique.

Experience

Web Developer, Full-Time

April 2019 – Present

Sole Graphics, Bellingham WA

- Develop websites and web apps for a wide variety of clients with technologies like WordPress, Laravel, Statamic, Vue, Node.js, and Shopify.
- Work as part of a team to create and maintain larger, fully-featured web applications (SaaS products, etc).
- Take ownership on projects or parts of projects.
- Develop and maintain projects to fit client's other miscellaneous needs, from Slack bots to data migration scripts.

Web Developer, Internship

January 2019 – March 2019

Sole Graphics, Bellingham WA

Education

Visual Communications AA

September 2016 – March 2019

Whatcom Community College

Skills

I'm very proficient in the core web languages. I think having a strong foundation in the fundamentals is important:

- HTML and template languages like Pug, Handlebars, Liquid, Laravel Blade, Statamic Antlers, etc.
- CSS, Sass (SCSS), Stylus, PostCSS.
- TypeScript, JavaScript, Node.js.

Frontend Frameworks:

I've worked a lot with Vue.js, a decent amount of React and Angular. Sometimes some vanilla JavaScript does the trick. I'm a quick learner and adaptable to whatever tool fits best for the job.

Backend:

- I've used PHP and Node.js on the backend.
- I've worked in frameworks like Laravel, WordPress, Statamic, Express and Gatsby.
- MySQL, some GraphQL.

Other Development tools:

- I'm comfortable using Git and the command line.
- I've used a lot of different build tools across projects: WebPack, Babel, Gulp, Vite, esbuild, Parcel, etc.
- Testing: Storybook, Jest.

Other Skills:

- Well versed in the Adobe suite. Especially Photoshop, Illustrator, and Premiere Pro.
- Experience designing in and developing from prototyping software such as Sketch, Adobe Xd and Figma.