

Mark Pavel

Howell, MI 48843

markpavel02@gmail.com

+1 734 341 9709

I am a full-stack developer that recently graduated from 2U's coding bootcamp. Proficient in the MERN tech-stack, I am looking for my first position as a developer to get my foot in the door. Leveraging both front-end and back-end technologies, as well as my ability to learn quickly, I am able to quickly adapt to any fast-paced environment and excel.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

Work Experience

Teacher Assistant

edX Boot Camps - Remote

February 2023 to Present

- Keeping track of student's attendance
- Maintaining the repository of student's weekly material throughout the course.
- Helping students with general problem solving.
- Helping students by elaborating on concepts they are struggling with.
- Helping students with git-related problems.
- Helping students fix bugs.

Cashier

Taco Bell - Howell, MI

August 2021 to Present

- Opened and closed restaurant
- Welcomed guests
- Answered questions
- Promptly addressed guest complaints
- Handled returns and exchanges
- Processed cash, check, or credit transactions with accuracy
- Counted cash drawers
- Stocked merchandise
- Assisted guests in finding or ordering merchandise

Freelance Web Developer

Abel Care LLC - Howell, MI

February 2023 to February 2023

The client wanted a few specific touch-ups as follows:

1. Update the name of the company in the header, as they had recently changed the name of the company.
2. Remove some unnecessary components.
3. Set up some preliminary SEO.

4. Update their SSL certificates.

This is not required but, I also updated the Wordpress backend during the process of setting up the SEO plugin.

Cashier

Taco Bell - Livonia, MI

February 2019 to February 2021

- Opened and closed restaurant
- Welcomed guests
- Answered questions
- Promptly addressed guest complaints
- Handled returns and exchanges
- Processed cash, check, or credit transactions with accuracy
- Counted cash drawers
- Stocked merchandise
- Assisted guests in finding or ordering merchandise

Education

Certificate in Fullstack Development

2U Coding Bootcamps - Lansing, MI

April 2022 to September 2022

Associates in Computer Information Systems

Schoolcraft College - Livonia, MI

September 2019 to December 2021

Skills

- JavaScript (3 years)
- TypeScript (2 years)
- JSON (3 years)
- MVC (3 years)
- jQuery (2 years)
- HTML5 (3 years)
- CSS (3 years)
- C# (2 years)
- ASP.NET (1 year)
- MongoDB (2 years)
- Microsoft SQL Server (1 year)
- React (3 years)
- Git (3 years)
- Visual Studio (3 years)

- APIs (3 years)
- RESTful API (3 years)
- HTTPS (3 years)
- Node.js (3 years)
- Express.js (3 years)
- Heroku (1 year)
- Flutter (1 year)
- OOP (3 years)
- Web design (3 years)
- Application development (3 years)
- MySQL (2 years)
- Bootstrap (2 years)
- UI (3 years)
- GitHub (3 years)
- Java (2 years)
- Front-end development (3 years)
- C++ (2 years)

Links

<https://github.com/ProgrammingAShorm>

<https://programmingashorm.xyz/#/>

<https://www.linkedin.com/in/mark-pavel-744297202/>

Certifications and Licenses

Fullstack Web Development

September 2022 to Present

Fullstack Web Development certificate from 2U Coding Bootcamps and sponsored and offered through Michigan State University. The program focused on practicing technical skills while completing projects and assignments that simulated the work environment. The program generally emphasized utilization of the MERN tech stack, but also imparted practical industry-standard knowledge skills to be able to approach any tech and become proficient in it.

Publications

Flutter Portfolio

<https://programmingashorm.xyz/#/>

February 2023

Built with Dart using the Flutter framework, this is the website I designed to proudly show off my skills and projects to potential employers. Made with OOP concepts, this project tested my ability to learn

new things fast, while also showing off my abilities to leverage OOP to declaratively design a fast and responsive, front-end interface.

On top of that I really show my stuff by implementing two dynamic effects:

1. A rotating color gradient that gently oscillates around the mouse in a consistent manner with the ability to change some of the key settings of the effect.
2. A time-zone sensitive day/time projector designed around a rotating gradient with the ability to change some of the key settings of the effect.

Static Web Resume

<https://programmingastorm.github.io/Resume-Template/>

March 2023

Designed with React and Tailwind, this website was designed with the idea of impressing both skilled developers and lay-people alike, while also trying my hand at Tailwind for the first time. The intention behind it was that I would design a fanciful resume that I could then download as a PDF.

In the design, I sought to maintain a very broad and legible display. The idea was to shift the focus up and out to maintain a spread out scan when looking at the page. To complement that, the border lines were used to focus the sections in a consistent manner, so as to guide the eyes in the way they should follow.

Everything is else is just artistic sense.

Instaclone

<https://instaclonev2.herokuapp.com/>

September 2022

Built in collaboration with 3 other developers, Instaclone was our final project capstone for the 2U coding bootcamp. Built with the MERN stack and hosted on Heroku, the app was intended to be the all-encompassing showcase of what we learned from the bootcamp.

I was set as the leader for this project and as such, at least from my perspective, I didn't feel like I did as much in terms of coding compared to my peers. That being said, I was the most consistent communicator between parties when it came to who was doing what and staying on track for the project to be complete on time.

I did still code however, and I did the original back-end routes to handle image uploads, as well as the front-end interface intended to handle the upload of the files and its meta-data from the user. Beyond that, I did have a small hand in other parts of the code base over all as I was present at times when my peers were debugging.

Tabular Displays Mockup

<https://programmingastorm.github.io/Tabular-Displays-Mockup/>

April 2023

A basic, vanilla Javascript implementation of content displays. These content displays are designed to support multiple configurations of size and shape, allowing for rich expression of content and related meta-data in a form that is very natural to the end-user. The goal of this project was to formulate a pattern of design that allows for easy facilitation of responsive, horizontally-scrolling, tabular displays

that are highly configurable. The problem was that flex-based layouts tend to lead to lots of wrappers, whereas, I wanted a design that allows for only using semantic elements as much as possible. Currently, the state of the website is "you-get-what-you-see," as there is a lack of content-rich displays. That is because this is only intended to be mock-up/proof-of-concept. While the potential is obvious, this is not a proper implementation. In the future I will completely re-do it with React, Tailwind, and SASS maybe.

Future Plans

Better Cards

- Round out edges
- Custom colors
- Opacity in filter
- Blur filter on the background

Better Grids

- More granular options
- Programmatic layouts

Refined spacing

- Cleaner definitions
- More options

React Portfolio 2023

<https://programmingastorm.github.io/Portfolio/>

May 2023

Made with React and Tailwind, I tried to incorporate some new tricks I had learned about animations while practicing making responsive layouts with Tailwind. I felt like my last portfolio was lacking in the way that it displayed previous works; I feel like this iteration is much more attention-grabbing.

I tried to aim towards minimalism, keeping things clean and simple, but I also wanted a few key decorations to really accent a few key spots throughout the site. A part of me fears that some decorations aren't as well accented as they could be, but erred on the side of "less is more," because I wanted to keep the site overall as tasteful as possible.

What aspects that gave me the most trouble was by-far the sizing of the cards and the scrolling behavior, and those two problems went hand in hand. Sometimes the cards didn't scroll correctly at certain aspect-ratios because they were too squashed and the content was cut off, or, inversely, the cards would be too small at other aspect-ratios, and much precious space was wasted. Ultimately, I decided to compromise and pick sizings that I felt worked best "most of the time."

All that being said, however, I recently discovered glassmorphism and realized that the empty cards are by far my favorite aspect of the site. The shine, shadows, and backdrop-blur really sell the effect to me. The tilting to me then is just icing on the cake. I honestly could play with the cards for hours.