Paul Miracle

Software Developer based in Melbourne, Australia

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**Introduction**

Software developer for a year with experience in various technologies, check out my portfolio for more of my work!

**Technical Skills**

**Main Technologies:** HTML, CSS, TS, JS, C#, React, OpenAI API

**Frameworks:** MaterialUI, Tailwindcss, Express, Firebase, React Native

**Other:** Azure, Netlify, Jest, Cypress, Custom hooks , Progressive Web Applications, Bitbucket, GitHub, Git, Webpack, Vite, Lighthouse, accessibility standards, cross-browser compatibility, EmailJS

**Projects (personal)**

**Twitter Clone** Twitter sight using Next/js, Firebase, tailwind CSS and REDUX. Comes with a user authentication, with also a guest sign up.

Users can view feed without being signed in, but canno’t tweet. Logged in users can tweet, upload photos, remove their tweets, and comment on other tweets in the feed.

**Developed code for outlands game,** that 100+ users used to enhance their gaming experience.

**Created a full stack Ecommerce Site** That uses payment gateways, utilizes a backend sever I setup with mongoose, cloudinary

Cloud storage, react for frontend, user authentication, and admin page so the customer can easily add and remove products

To their store.

**Created** a full stack Spotify clone that plays music from a library that you upload using an administration page.

**Created a frontend Netflix clone** that uses user authentication and brings up the video of what the user searches through youtube.

**Created a basic Ecommerce site** to sell books, which sorts through price, best rating and most popular.

**Portfolio:** Created my portfolio to show employers my capabilities, and have a unique user experience that grabs attention,

And is user friendly.

**Gamer Search**: Setup a gamer search site that uses an api to search for games by category, date, or title/description, it also

has a gamer news section. Which you can click on the news to get more information from the article. You can also click on the games that come up to get more detailed information about the games.

**Education:**

**Associate of Arts 2015**,

Went to UNF for Computer Science in 2016

**Online Certifications:** Complete 2021 Web Development course, Tailwindcss from A-Z, Master the coding interview: Data Structures + algorithms, Complete 2021 React Course, Complete Web & Mobile Design Guide, UI / UX & Figma

**Other**

**Interests:** Fishing, camping, coding, gaming, game development, guitar, music theory

**Previous Work Experience:**

**Owned and Operated a Vinyl Sign Company for 12 Years. Miracle Signs and Designs.**

Managed customers and work flow on a daily basis.   
In depth customer relations experience, and sales experience.

Did detail vehicle wraps, from the setting up of the project, getting the idea from customer, taking pictures and measurements of the vehicles. Developing designs through a designer, manipulating the design to be printed on the printer, then printing it out on very expensive material, to preparing the material and the vehicles, and installing the final project. Making sure they always got a quality project that also, achieved the desire goal, such as easy to read advertisement. We specialized in graphics that got peopled noticed. You can search Miracle signs and designs to see some of our work. I did work for PGA golf tournaments, All the City Electrics in the South east part of United States, full taxi fleet, St. Augustine Old town Trollies, and many many more.

Did minor graphic design, mostly setup and image manipulation, basic sign setups, decals, and related to designers what would be needed, have extensive knowledge of photoshop and illustrator.

Installed/developed retail signs, window decals, all the visual advertising needs for the customers.

We also specialized in getting small business started, from navigating the hurdles of the local government/permits, etc. To

Also setting them up a logo, and a design concept so they could get product acknowledgment that would ensure that they

had the right impact to get them the most work possible.

**Owned and Operated a Drywall Spray Crew for 2 years**

**Worked as a Handy man for 2 years.**

**Started working Lathe when I was 16, and by the time I was 18 I was running my own businesses.**