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, Sass, C#, Python, React, Svelte, SQL, No-SQL, Drizzle ORM, OpenAI API

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

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

**Professional Experience**

**Frontend Simplified** Melbourne, AU | 2024 (May) – Present

*Software Developer (Fullstack) & Student Success Manager*

* Integrated automations using Zapier to streamline processes, reducing manual effort by 100%
* Developed internal tooling for student success managers to track progress, using NextJS, Firebase & TypeScript
* Implemented new features for the student management system, enhancing over 500 students’ experience
* Provided technical support and training to student success managers, ensuring effective use of the tools
* Hosted full-stack applications on Vercel for easy CI/CD Management and 99.9% uptime
* Developed an OpenAi integrated resume, portfolio & linkedin reviewer to help students optimize their profiles
* Supported students in their Frontend learning experience, showcasing latest technologies in the industry

**preezie** Melbourne, AU | 2021(Aug) – 2024 (June)  
*Software Developer (Frontend)*

* Upgraded CMS from Angular 4 to React 18, improving performance using MaterialUI, React Query & RXJS.
* Built and maintained a scalable widget for 1M+ users with React and Redux Toolkit, driving the company's main business.
* Developed and published a shopify application for easy integration of the business’ main application. Using Remix
* Delivered frontend for an OpenAI demo in 2 weeks using Styled Components and Preact, earning AI program entry.
* Implemented backend monitoring for UI uptime with email alerts, enhancing support response.
* Integrated Bitbucket pipelines, reducing deployment time, and later transitioned to GitHub Actions.
* Introduced new technologies in the React ecosystem for cleaner, more performant code.
* Revamped an entire codebase to be more accessible for the disabled, pushing a client over the line to sign a contract

**Digital Solutions Consultancy** Melbourne, AU | 2020 (May) – 2021(July)  
*Software Developer (Fullstack)*

* Built a custom CMS with Next.js, Framer Motion & TypeScript for a movie production studio
* Utilized tailwindcss for mobile-first approach in design, following a Figma wireframe for reference
* Collaborated on requirements and provided tailored technical solutions.
* Utilized emailjs to handle email requests / contact form integration
* Delivered comprehensive training and documentation, enabling client self-management.
* Utilized Drizzle ORM for easy SQL database scheming and querying

**Projects (personal)**

**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.

**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.**