

# Christolin Michel

Junior Web Developer

## Personal Info

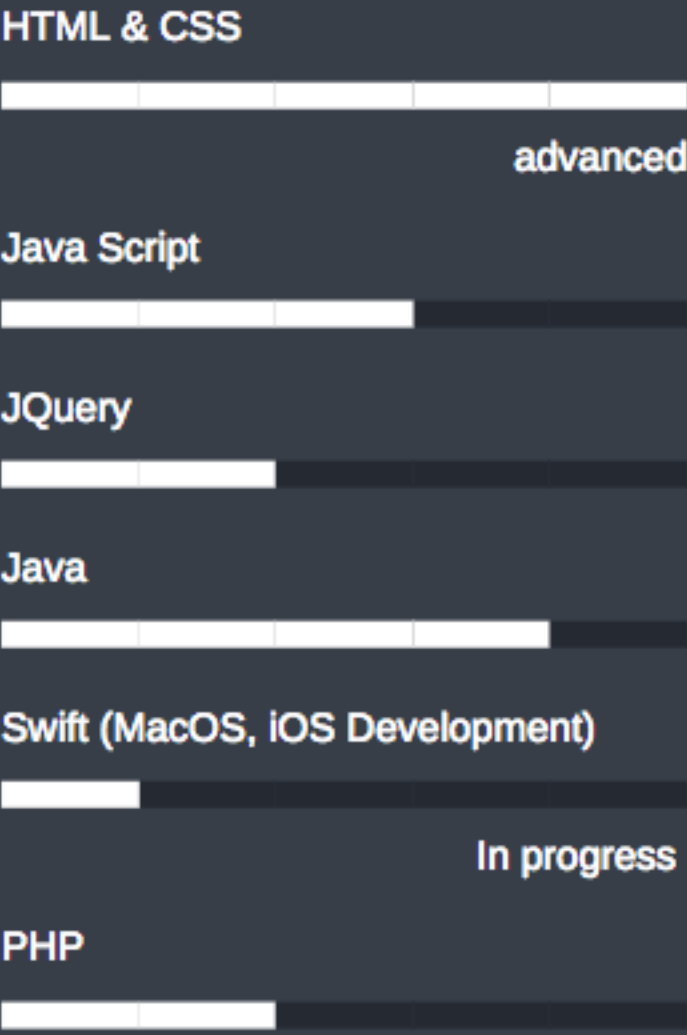
**Address**  
210 East 51st  
Brooklyn NY, 11203  
Apt B5

**Phone**  
1 (718) 576 8388

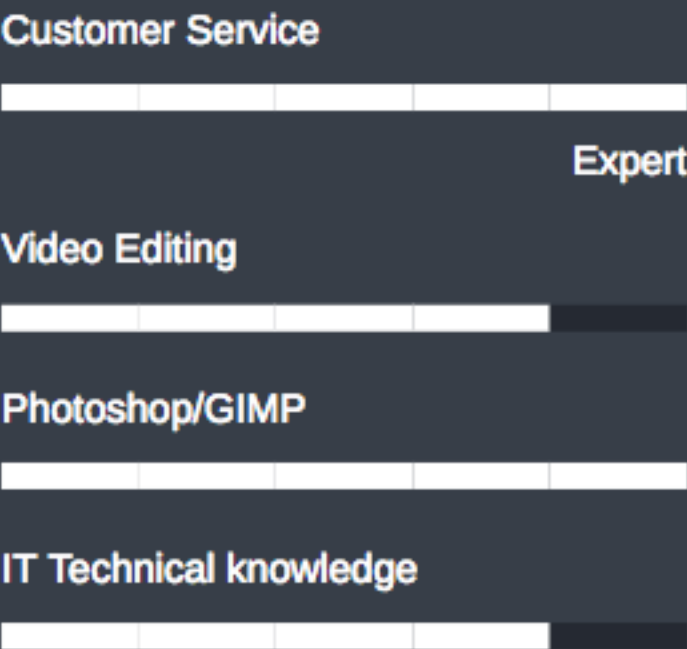
**E-mail**  
ChristolinM@ymail.com

**Portfolio Website**  
<http://MichelC.Design/>

## Development Skills



## Other Skills



Web Developer with 2+ years of Multimedia experience.

Areas of concentration include Visual Communication, Client Relations and Image Manipulation. Innovation oriented and eager blend new techniques with popular frameworks and libraries to achieve the client's desired results.

My goal is to build with a company that can benefit from my interpersonal skills and strategic mindset; a position where I can provide an efficient and streamlined environment for both internal and external customers.

## Experience

2017-06 - 2017-09	<b>Front End Web Development Intern</b> <i>Industry City, Innovation Lab</i> <b>Responsibilities:</b> <ul style="list-style-type: none"><li>Lead Developer of team protects</li><li>Designed Responsive Websites for local businesses within the Brooklyn, Sunset Park area</li><li>Presented finished site designs to company board members and directors</li><li>Earned Adobe Creative Cloud Certification</li><li>Completed three months of an intensive web developer boot camp</li></ul>
2017-09 - present	<b>Flexible Engineer</b> <i>Flexible Business Systems</i> <b>Responsibilities:</b> <ul style="list-style-type: none"><li>Back-End/Server Support</li><li>Remote/Onsite Desktop Support</li><li>Maintained Company/Client Relations</li><li>Studied for CompTIA Network+ Certification</li></ul>
2014-08 - 2017-06	<b>IT Lead Technician</b> <i>Stony Brook University</i> <b>Responsibilities:</b> <ul style="list-style-type: none"><li>Trained Students, Interns and Helpdesk personnel</li><li>Supported end users with issues pertaining to Google's Educational Suite, Office 365, Windows, Mac, and various flavors of Linux</li><li>System Image Management/Deployment</li></ul>

## Additional Activities

2006-06 - 2012-06	<b>Developer/ICON Artist</b> <i>BYOND (Hobby)</i> <b>Responsibilities:</b> <ul style="list-style-type: none"><li>Manipulated game files and images to fit program requirements</li><li>Tested Game mechanics and Logic Prior to launches</li><li>Created 3D renders of characters using Ani8tor</li><li>Created detailed Pixel art</li><li>Created game sounds using WMM &amp; Garage Band</li></ul>
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## Education

2012-06	<b>Stony Brook University, Technical Systems Management w/ Concentration in Computer Science BS</b> <ul style="list-style-type: none"><li>Completing BS in TSM - 2019</li></ul>
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