

Michael Gillett

Front End Developer

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github.com/gillemic

<https://www.michaelgillett.dev>

SKILLS

Languages

Python, Javascript, HTML/CSS, C#

Technologies

React, NextJS, Bootstrap, Git, Django, .NET core, NodeJS

EXPERIENCE

Aerotek - Operations Processor

Beaverton, OR

MAY 2021 - PRESENT

Working for Wells Fargo in the Estate Care Center as a contractor managing the accounts of deceased customers. Technologies used are ECaR, Hogan, FDR, PEGA, and IRRIS.

Tormar Concrete - Crew Member

Beaverton, OR

MARCH 2020 - MAY 2021

Worked as a crew member for a concrete contractor doing a multitude of jobs involving manual labor. Worked on sidewalks, patios, retaining walls, fire pits, and more at every stage of the process.

Aerotek - Data Clerk

Beaverton, OR

OCTOBER 2019 - March 2020

Fulfilled general office duties across multiple assignments for Columbia Sportswear such as: answering phones, customer service, opening/sorting mail, data entry using JDA inventory management, and organizing catalogue clothing items held in storage.

EDUCATION

Oregon State University - *Bachelor's Degree in Computer Science*

Graduated with a 3.5 GPA in June 2019 with a focus on Computer Systems. This degree included additional courses about many underlying computing technologies and their history, such as C and C++, processors, compilers, x86 Assembly language

PROJECTS

Tut-Tut, The Internet of Things (IoT) Rainfall Detector

Senior Project at Oregon State University. With three members in total, we designed, developed, and tested an internet-connected 3D-printed device that used a piezoelectric sensor wired to an Adafruit Feather M0 microcontroller (programmed in C) to detect the rate and intensity of falling rain.

Tormar Concrete website

Website written in HTML and vanilla Javascript for a concrete business. A multi-page application containing company history, contact information, areas of service, and a gallery showcasing past projects. Can be found at <https://www.tormarconcrete.com>

Discord Bots

I have written 3 bots for Discord, the VoIP instant-messaging client, that interact with their API using NodeJS and written in Javascript. Reacts to “events” in the servers such as messages, joining/leaving, and changes in presence (online/offline). One bot is for querying sports game scores by date (today, yesterday, or a custom MM/DD/YYYY format), and another bot is for getting information about villagers in Animal Crossing such as their birthday, catchphrase, favorite color, and species.