

MATT JOSEPH

Rosemount, MN 55068

Phone: 651-233-7197 | **Email:** mattomjoe@yahoo.com

LinkedIn: www.linkedin.com/in/mattomjoe | **Github:** <https://github.com/mattomjoe>

Portfolio: <https://mattomjoe.github.io/Responsive-Portfolio/index.html>

SUMMARY

Web Developer with a background in graphic design. Earned certificate in Full Stack Web Development from the University of Minnesota - Twin Cities with skills in HTML, CSS, and JavaScript, as well as Adobe CC. Innovative problem solver passionate about developing apps with cutting edge design. Strengths in creativity, teamwork, and building projects from ideation to execution, working cross-functionally and collaboratively at both large corporations and small consulting firms. Enthusiastic learner dedicated to further developing current skill set and adaptive to changes in work environment.

TECHNICAL SKILLS

Languages: HTML, CSS, JavaScript, jQuery, Node.js

Applications: Visual Studio Code, Git Bash, Adobe Photoshop, Illustrator, InDesign

PROJECTS

FoodMood | <https://github.com/ajdlm/FoodMood> | <https://ajdlm.github.io/FoodMood/>

- Group project that utilized 2 APIs, AJAX, CSS/Bootstrap, repeating elements, and user input validation with a polished front end/UI to create web app for users to find restaurants in their area
- Core responsibilities: Key driver in project management to ensure key milestones were being met prior to due date, created branding for main page UI
- Tools / languages used: HTML, CSS, Bootstrap, and Google Fonts

Psychic Game | <https://github.com/mattomjoe/Psychic-Game> | <https://mattomjoe.github.io/Psychic-Game/>

- Create game where app randomly selects letter and user has to guess correctly within 9 tries
- Core responsibilities: Create basic HTML framework for page and use JavaScript for randomly selecting letter, loop through guesses remaining, and dynamically write HTML to update game status for user
- Tools / languages used: HTML, JavaScript

Crystals Collector Game | <https://github.com/mattomjoe/unit-4-game> | <https://mattomjoe.github.io/unit-4-game/>

- Create a game where user tries to match randomly generated score by clicking on one of four crystals whose values are not displayed
- Your Core responsibilities: Use CSS/Bootstrap to design UI, write JavaScript to randomly generate values for score to match and crystals, and update game status as user clicks on crystal icons
- Tools / languages used: HTML, CSS, Bootstrap, JavaScript

EXPERIENCE

- Project Coordinator** 2017 – Current
Buell Consulting, Inc. Mendota Heights, MN
Manage financial records for project milestones for T-Mobile and Verizon. Demonstrated versatility and reliability in covering workloads for other peers across the company.
- Analyst** 2014 – 2017
Merjent, Inc. Minneapolis, MN
Frequently performed extensive research online to gather and summarize data to support large scope environmental projects.
- Associate Project Lead/Project Specialist** 2006 – 2014
Target Corporation Minneapolis, MN
Worked cross-functionally and collaboratively across company pyramids and divisions to support and execute deliverables for key merchandising strategies.

EDUCATION

- Bootcamp Certificate:** University of Minnesota, Minneapolis-St. Paul, MN
A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.
- Bachelor of Science - Design Communication:** University of Minnesota, Twin Cities, MN