

MATT JOSEPH

Rosemount, MN 55068

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Portfolio: <https://mattomjoe.github.io/Portfolio/>

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

JavaScript, HTML5, CSS3, Node.js, jQuery, MySQL, Express, MongoDB, Github, Bootstrap, AJAX, JSON, React.js, APIs, Heroku, Firebase, ReactJS, Okta, Auth0, Adobe Photoshop, Illustrator, and 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

Neighborhood Pantry | <https://github.com/mattomjoe/Neighborhood-Pantry> |

<https://we-will-be-done-by-christmas.herokuapp.com/>

- Develop web application utilizing React, Auth0, and MongoDB to allow user to sign in and post food they wish to share with neighbors and friends.
- Core responsibilities: Create welcome screen with call-to-action slider and testimonials, as well as set up log-in feature using Auth0.
- Tools / languages used: HTML, JavaScript, Bootstrap, Auth0, React, Express, Node.js

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
- 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

Buell Consulting, Inc. – Mendota Heights, MN

2017 –

Project Coordinator

Manage over half of the company's total purchase orders for site acquisition work milestones performed for clients T-Mobile and Verizon Wireless.

- Recognized by CEO for efforts in processing purchase orders that benefited the company in over \$350,000 in revenue over a one week period.
- Forecast completion dates for project milestones and communicate updates to clients on a monthly basis.
- Develop best practice improvements utilizing Microsoft Dynamics to reduce workload process inefficiencies.

Merjent, Inc. – Minneapolis, MN

2014 – 2017

Environmental Analyst

Responsible for supporting energy client projects across oil and gas, electric utilities, and biofuel business sectors through reporting, data analysis, and research.

- Reviewed, edited, and published pipeline construction environmental inspection reports written for the Federal Energy Regulatory Commission, wrote weekly report summarizing all compliance issues related to project.
- Managed key documentation organization for pipeline integrity programs by tracking and uploading project clearance notification content to SharePoint with proper meta-data content.
- Designed health and safety newsletters to communicate key company directives related to mitigating risk.

Target Corporation – Minneapolis, MN

2006 – 2014

Associate Project Manager

Organized and delivered business projects, operations, and supply chain solutions. Budgeted and forecasted 66 retrofits projects utilizing \$2.7M in capital funding year-to-date for merchant driven initiatives.

- Managed scope, schedule, and budget for fixture needs for Home divisions.
- Led team meetings to monitor activities, budgets, and spending of other departments that affect the projects.
- Prepared major capital projects reviewed by senior management, including CEO and Executive Vice Presidents.

Retrofit Project Coordinator

Maintained and directed mainframe systems applications to support department business needs. Created and maintained the timing and action of existing store rollout project communications.

- Developed a common method of tracking retrofit costs through partnership with the retrofit project managers.
- Partnered with department leadership to assure account information was reported consistently and accurately.
- Re-tooled project risk reporting by assessing priorities, partnered with project leads to ensure accuracy of reporting metrics, resulting in higher team credibility and lower overall transition risk.

Merchandise Presentation Specialist

Collaborated in managing over \$50 million in inventory for more than 1,500 stores. Communicate with buyers, merchants, and Target store team members to ensure proper execution of product initiatives.

- As a Six Sigma project team member, analyzed inefficiency issues in communication between corporate and store locations. Resulting online solution led to \$190,000 in annual savings.
- As Presentation Pyramid Captain, established program for analyzing workload and communicating updates between contractors and rest of team. Mentored contractors on merchandising strategies.

EDUCATION

Full Stack Web Development Certificate: University of Minnesota, Minneapolis-St. Paul, MN

Bachelor of Science - Design Communication: University of Minnesota, Minneapolis-St. Paul, MN