

Michael Benzinger

Frontend Web Developer – JavaScript & React

benzinger.co / michael@benzinger.co / (224) 374-4446

PROJECTS

Weather App

<https://michaelbenzinger.github.io/weather-app/>

- Makes use of the OpenWeather API to display current and forecasted weather
- Intuitive and responsive design that adapts to any size display

To-do List

<https://michaelbenzinger.github.io/todo-app/>

- A to-do app with a focus on simplicity and clean design
- Users can add tasks, due dates, notes, and priority, and create a number of lists to manage

Battleship

<https://michaelbenzinger.github.io/battleship/>

- The classic game of Battleship implemented as a responsive app in JavaScript
- Intelligent enemy AI selects attacks based on previous hits and its conception of the board

PROFESSIONAL EXPERIENCE

Web Designer – Freelance/Contract

March 2020 – Current

- Redesigned and developed websites for multiple organizations
- Wrote custom HTML & CSS to improve mobile responsiveness and brand cohesion
- Followed best practices of web accessibility and SEO

Music Director – Lord of Glory Lutheran Church

June 2016 – May 2020

- Led and recruited a team of musicians and technical volunteers, which I grew from 12 to over 35
- Mentored team members individually and as a group to develop musical excellence, work ethic, and cooperation
- Introduced technologies and systems to improve communication, efficiency, and organization

SKILLS

Technical and Frontend Skills

HTML, CSS, JavaScript

React, Node.js, Jest, Sass, Bootstrap

Git, Linux and CLI, GitHub

Working knowledge of accessibility best practices

Understanding of Graphic Design and UI/UX

Illustrator, InDesign, and Photoshop

Soft Skills

Adaptability and fast learning

Leadership and team-oriented

Written and verbal communication

Problem-solving

Resourcefulness and independence

Time management and organization

EDUCATION

The Odin Project Full Stack Web Development Curriculum

February 2021 – Current

Over 250 hours of deliberate study and practice building web applications

Developing relevant skills and best practices using leading technologies and frameworks

Berklee College of Music

September 2013 – May 2016

Bachelor of Music in Film Scoring with a minor in Video Game Audio

Graduated in 3 years with Summa Cum Laude