

# #Michael Zick {internet: architect}

Valley Village, CA

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Portfolio: [michaelzick.com](http://michaelzick.com)

[LinkedIn](#) | [GitHub](#) | [Instagram](#)

## EDUCATION, GRADUATED 2004:

University of Southern California, Bachelor of Science, Music Industry

## SKILLS:

- HTML 4/5, CSS 2/3, LESS, JavaScript/jQuery, AJAX/JSON
- PHP/MySQL/MVC/CMS
- Node.JS/Express/EJS/MongoDB
- Responsive/mobile frameworks and practices
- ExpressionEngine
- WordPress and Drupal UIs
- Git, SVN and repository management
- Domain and hosting management/MAMP
- Photoshop
- After Effects, Final Cut Pro and Pro Tools
- OS X, Unix and Linux Server administration

## JOB HISTORY:

### **FREELANCE WEB DEVELOPER**, Valley Village, CA, 3/2012-Present

- Created **WordPress** sites for multiple clients of different industries.
- Built my own [portfolio site](#) using **Initializr/Bootstrap**, **Node.JS** and **MongoDB**.
  - Site uses a true **MVC architecture** with a mini-CMS for uploading new projects, images and text.
  - Created custom animations and **cookie** scripts, while also implementing pre-existing **plugins**.
- Continuing contributions to the open source community through GitHub and forums.
  - Created two tutorial-style apps using **Node.JS**, **Express** and **EJS**; one using **MongoDB** as a database and the other using **MySQL**.
  - Hosted apps on RedHat's OpenShift **cloud platform** using **Git** and **command-line** interface.
  - Contributed several **JavaScript/jQuery plugins** for front-end animations.

### **FRONT-END DEVELOPER, ADDISON INTERACTIVE**, Hollywood, CA, 2/2013-Present

- Tournament creation web app for **Riot Games, Latin America** (coming soon)
  - Responsible for majority of **markup** and **styling** as well as writing **animation scripts** and ensuring **cross-browser compatibility**.
  - Worked with several **AJAX** calls, **PHP** scripts and dynamic **JavaScript** across multiple pages.
  - Integrated **MySQL** data and real-time results from games played.
  - Used **Photoshop** to manipulate images as necessary.
- *Dragons: Rider of Berk Part 1* desktop and mobile site, **DreamWorks Animation**
  - Responsible for all areas of build including **Photoshop** image extraction, **PHP text localization** and image **download scripts**.
  - Created site with rich **JavaScript animations** and **dynamic UI**.
  - Ensured compatibility across **desktop browsers**, **iOS** and **Android** mobile devices.
- *Cloudy with a Chance of Meatballs 2* desktop and mobile site, **Sony Pictures Animation**
  - Along with lead front-end developer, performed **Photoshop** image extraction, **PHP text localization** and image **download scripts**.
  - Created site with rich **JavaScript animations** and **dynamic UI**.
  - Ensured compatibility across **desktop browsers**, **iOS** and **Android** mobile devices.

- Facebook App for feature film *This Is The End*, **Sony Pictures**
  - Responsible for majority of **markup** and **styling** as well as writing **animation scripts** and ensuring cross-browser compatibility.
  - Administered **Facebook** integration with **App Center** and development account.
- [AddisonInteractive.com](http://AddisonInteractive.com)
  - Co-developed complex, **animation-rich** company site using the **latest front-end technologies** and integrating **dynamic data from CMS**.
  - Ensured **cross-browser** and **device-agnostic** compatibility, including **responsive CSS**.
  - Using **Photoshop**, manipulated several images to match artistic and performance requirements.
- General duties include **debugging** various entertainment sites, apps and **OS X server administration**.

#### **DIGITAL DEVELOPER, F2M2, Marina del Rey, CA, 8/2012-1/2013**

- [FUEL TV](http://FUELTV.com)
  - Updated or created several interactive pages for both **desktop**, **mobile** and **Facebook** using the latest front-end technologies and practices.
  - Ensured **cross-browser compatibility**, including support for **IE 7+**.
  - Using **Beanstalk**, managed several **repositories** ranging from local, client-only development repositories and master branches.
  - Integrated dynamic content using the **ExpressionEngine/CodeIgniter CMS** and **AJAX**.
  - Helped create **fully-responsive** CMS, testing on **iPhone**, **Android** and **iPad** using **Bootstrap**.
- [F2M2.com](http://F2M2.com)
  - Responsible for majority of **markup** and **styling** as well as writing **animation scripts**, implementing **plugins** and using the latest **CSS3** functionality.
  - Built on **Bootstrap** for full-responsiveness of front-end and CMS.

#### **WEB DEVELOPMENT INTERN, The Branding Farm, Venice, CA, 5/2012-8/2012**

- Created multiple interactive landing pages for [shuttersonthebeach.com](http://shuttersonthebeach.com) and [hotelcasadelmar.com](http://hotelcasadelmar.com).
- Administered and published content through **Drupal 6**, including HTML and CSS customization.
- Sliced and outputted images from **Photoshop** using current web standards.
- **Hand-coded HTML emails** utilizing complex tables, ensuring compatibility in new and legacy email clients.
- Built several sites using the latest **HTML 5**, **CSS 3**, **JavaScript** and **jQuery** development standards.
- Tested for cross-browser compatibility in all major browsers, operating systems and mobile devices.
- Created or co-created multiple jQuery plugins using jsFiddle, with repositories on [GitHub](http://GitHub.com).
- Integrated **Google Maps API** into working web pages for project purposes.
- Contributed to several brainstorming sessions for client proposals and acquisition.
- Submitted weekly and monthly **Google and Facebook analytics** for [universal100th.com](http://universal100th.com).
- Co-administered company's **Twitter** account and public voice through social channels.
- Re-edited Universal 100<sup>th</sup> promo video using **Final Cut Pro** and **Pro Tools**; edited and performed voice-over.

#### **AUDIO ENGINEER, Audio Intelligence Media, Reseda, CA, 9/2008-5/2012**

Assigned to mix, edit and engineer various songs using Pro Tools and world-class analog gear. Additional duties include setting up multiple Mac-based audio/visual production environments. Contract position.

#### **ACCOUNT MANAGER, Network Automation, Los Angeles, CA, 9/2007-9/2008**

Conducted software sales through telephone and email correspondence. Assisted customers with technical matters as needed.

#### **JR. SYSTEMS ADMINISTRATOR, HIP Design/Mineral Studios, Burbank, CA, 11/2006-8/2007**

Built and maintained Linux and Unix-based web hosting systems. Provided tech support for Mac and Linux office computers.

\*\*\**Prior Experience Irrelevant*\*\*\*