

# MICHAEL DICHELLO

## SOFTWARE ENGINEER

### CONTACT

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🌐 [linkedin.com/in/michael-dichello](https://www.linkedin.com/in/michael-dichello)

📍 Austin, Texas

💻 [DiChello.dev](http://DiChello.dev)

🐙 [GitHub.com/MikeDiChello](https://github.com/MikeDiChello)

### EDUCATION

**Software Engineer  
General Assembly**  
2019-2020

**BFA in Theatre  
Central Connecticut  
State University**  
2006-2012

### INTERESTS

Board Game Designer

Improv Comedian

Horticulturalist

Culinary Artist

Actor

### ABOUT

As a software engineer, I am able to merge both creative and logical thinking motivated by an unending craving to create, and challenge myself to answer tough questions, and solve puzzles.

My passion as a performer allowed me to develop exceptional interpersonal skills, and the ability to improvise.

My previous experience in customer service, and customer-focused sales, and my constant flow of new ideas, lead to creative, customer-centric applications with user experience at the forefront.

### SKILLS

HTML	CSS	Javascript	SASS	ReactJS
NodeJS	MongoDB	Ruby	Ruby on Rails	jQuery
PostgreSQL	Git	GitHub	Agile	Scrum

### RELEVANT EXPERIENCE

**Software Engineering Fellow**, General Assembly Austin, TX

Immersive 700+ hour fellowship conducted in remote environment over 6 months. Demonstrated proficiency in relevant, full-stack development technologies in a collaborative environment.

Designed and executed four full-stack web applications.

Skills:

Frontend: JavaScript, React, Angular, Vue, HTML, AJAX, CSS, Bootstrap, SASS, jQuery

Backend: Ruby, SQL, MongoDB, Mongoose, Node.js, Express, Ruby on Rails, NoSQL, PostgreSQL

Collaboration: Git, Github, Agile Development/Scrum

Basic Principles: Object Oriented Programming, MVC Pattern, Responsive Design, UI/UX design, Authentication, User Stories, ERDs, Wireframing