

Michael Sansone

Web developer

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Education **Graduated with a Bachelor of Science**, University of Toronto, 2015

- Major in Computer Science, Minor in Mathematics, Minor in Environmental Science

Skills (3 years) Web programming

- Programming experience includes:
 - HTML5, JavaScript, JQuery, Ajax, CSS3; media queries, Sass, React.js, Node.js, gulp, Webpack, JSON files, PHP, MySQL, PostgreSQL, canvas; game creation, Photoshop

Proficient in utilizing and preventing:

- Injection attacks, Cross site scripting attacks, Remote code execution attacks

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- Experience**
- Developed/designed a game using vanilla JavaScript, utilizing HTML5 and canvas.
 - Proficient in utilizing node.js server and running gulp tasks to organize and inject code in a web browser.
 - Proficient in media queries and grid libraries such as (bootstrap and bulma.io) suitable for web and mobile devices.
 - Prototyping knowledge with web and mobile development (UI & UX).
 - Very confident in both Windows and Linux settings, confident in cmd line.
 - Front End and Back End web experience creating user login pages and secure data transfer.
 - Hosts a Ventrilo and Minecraft server for gaming purposes.
 - Knowledgeable in utilizing WinSCP, OpenVPN SSH and SVN.

Work Experience

Kenna

Full Stack Web Developer

current

Worked on websites for 3 of Kennas largest clients. Using vanilla JavaScript alongside JQuery, I have created new features and added to existing web pages. Dealt with huge amounts of data, stored in a Microsoft SQL server, from very large companies such as BASF with which involved using API's such as ArcGIS which is designed for web mapping applications. Also used the framework, Highcharts, which allows creation of interactive and standard compliant charts and tables. It allows for easy creation of points of interest on any styled chart which was extremely useful for the mass amounts of data I dealt with daily.

Jibestream

Front End Web Developer

2015-2016

Worked on Jibestreams SDK to create front end interfaces for our product which comprised of an indoor navigation system for malls, hospitals and corporate campuses. Focusing mostly on JavaScript, JQuery and a few JS libraries such as *React*, *Bulma* and *Lightslider* I created mobile & web applications for well-established clients. I created a working framework for Jibestreams UX/UI kit allowing developers to easily use a few lines of html to make headers, buttons, a grid layout and have access to Jibestreams color codes.

SciCan

Full Stack Software Developer

2013-2014

Worked directly with SciCans administration website creating multiple web pages using Zend Studio framework which helped manage user data, product warranty management, password management, and JQGrids. An example being my implementation of a drivers download page using JQuery and Ajax to deliver a great customer experience. Converted images produced in Photoshop into HTML5/CSS3. Always was encouraged to think of the end-user.

S² Media

Full Stack Web Developer

2018

Finished a website for S² Media which involves the creation of Andrew Wiggin's website (famous basketball player from Toronto). The entire project is written in React. I designed and styled the site myself, which includes a nice hero image with animations all done in JavaScript. Fully responsive like all my projects. The website had a form which allowed people to sign up for Andrews's foundation. The form filled 500 people in the first day which utilized a node server running on AWS. (www.andrew22wiggins.ca)

Slab Digital

Front End Web Developer

2017

Created a beautiful front end website for Slab digital. I was given wireframes made from photoshop psds to follow. I cut psds and generated my own images for the site. Created a template and easy to use html files for altering data. The entire website is responsive for all devices. I Used JQuery and CSS as my main source of animation for sliders for multiple case studies and profiles. Uploaded files to Slab Digitals server. Client was very pleased with the end product. (www.slabdigital.com/qa)

Dell Fine Cars

Full Stack Web Developer

2016

Created a stunning backend CMS and front end website for a car dealer ship which allowed easy access to his inventory and ability to host it online. Used PHP with AdoDB for the back end in correlation with CSS, JavaScript, JQuery and the bootstrap library for front end. My client can take pictures from his phone and upload them directly to a CMS which displays on the front end.

Armed jewelry/Rizzo Banquet Hall

Software Developer

2015

Created inventory websites which were aimed for use on mobile devices (Armed) and desktop (Rizzo) which enabled employees to keep track of daily inventory usage with the ability to produce reports. Used MySQL database to locally store the inventory information of the incoming and outgoing supplies (jewelry for Armed & food for Rizzo). Used PHP with AdoDB for the back end in correlation with CSS, JavaScript, JQuery and the bootstrap library for front end. Ensured great customer service and relation with the clients.

Projects

Lunch app

Full Stack Web Developer

2017

Worked on a lunch app for me and my coworkers which enables us to vote for a lunch location to eat every Friday. Every Friday at Kenna, the developers went for lunch, so I designed a website that everyone on the local network can log into, vote for a restaurant from the list provided and view the results page where all the restaurant votes from are located. At the end of the vote, 12:30, everyone would agree to go to the place that won. Used PHP and MySQL to keep track of votes in the back and an apache server on the local network.

Paint Drop

Unity Game developer

2017

Worked on a retro game using Unity 3d developed for iPhone, android and iPad devices. Using C# alongside the Unity engine, I was able to put together a fully functional hand eye coordination game which involves hitting paint balls over the correct paint bucket of the same color. It is almost like guitar hero and twister met. I have incorporated an asset store where users may purchase new buckets, balls and cool new sounds for pleasure. I used Turbosquid and the unity asset store to attain some free 3d models and also made a few myself using Blender.