Michael Spellecacy



Primary Languages: Java, TypeScript, Rust

Software Engineer: 20+ years
Hobbies: Coding, Gaming, Mets fan
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Why Me

Over the past 20+ years, I've worked independently and as part of highly productive teams. Working directly with architects to define requirements, mentored Jr. Devs, developed integration tests with QA, and created whole new features with Stakeholders.

Because of this, I'm very familiar with the development processes within Agile and the development life cycle, preferring an iterative, peer-reviewed, and test-driven approach to software development in my pursuit of writing high-quality, robust, and maintainable code.

About Me

As a software engineer by trade and hobby, I code most of all because I enjoy it. If you go through my GitHub you will find several personal projects written expressly to solve a problem I had or to service self-education - usually both.

Language agnostic I've primarily spent my time writing Java in an enterprise setting. Over my career, I've written everything from Classic ASP, PHP, Ruby, Python, and even ActionScript, to now more modern stacks using Java and TypeScript developing Angular/React apps and even Rust working with WebAssembly.

I take pride in my work. Previously I was responsible for two mission-critical Java applications used by the State of Alaska Division of Commercial Fisheries: The public **News Release** system, which acts as the year-round system for distributing fishing information to the commercial fishing fleet; and **Mariner**, the in-Season Salmon management application used by staff biologists for managing a healthy sustainable yearly salmon harvest, a billion-dollar industry vital to the state of Alaska.

After moving to the east coast I began doing long-term remote contract work that included being the only developer on a rewrite of the interface for an embedded industrial automation controller, and then a senior developer on one of several teams doing a comprehensive rewrite of a healthcare patient management system written originally in Flex being ported to Angular/TypeScript.