

# MICHAEL PIETROSKI

Full Stack Developer

## CONTACT

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## TOOLS & SKILLS

### Front-end:

- HTML, CSS, SASS/SCSS, JavaScript, TypeScript, React, React Native, Angular, Bootstrap, Redux, jQuery, Expo, PWA, Jest, Puppeteer
- Responsive Design, Web Accessibility, (TDD) test-driven development

### Back-end:

- NodeJS, Express, API, Data Security, AWS, Google Firebase, Google Dialogflow, REST, PostgreSQL, MongoDB

### Software:

- VSCode, Postman, Android Studio, Figma, Lunacy, Photoshop,

### SourceControl:

- GitHub, Git, Preforce, Plastic SCM

## EDUCATION

Certificate in  
**Full Stack Developer**  
*Career Foundry, Oct 2023 - Present*

Diploma in  
**Advanced 3D Modeling**  
*CG Spectrum College of Digital Art and Animation Modeling, May 2020 - Aug 2022*

Associate in  
**Arts (AA) Architecture Non-Degree**  
*Essex County College, Sep 2018 - May 2020*

## SUMMARY

Web developer with a background in art and technology. Experience with wireframes, working prototypes, frontend development, and backend development. Production quality mindset and creativity to build responsive applications, develop, test, debug, and launch websites.

## PROJECTS

### Chat App

*Personal project, Career Foundry, Feb 2024*

- Users can send images, take photos, send their location, and chat with others.
- Assembled the app with React Native and Gifted Chat. Collected and saved data with Google's Firebase.
- Storing data locally using async Storage. Allowing users to view older messages, you can send and receive updated messages once online.
- Achieved a simple and understandable UI, using Gifted Chat to help design and set up the UI component.

### Meet App

*Personal project, Career Foundry, Jan 2024*

- Designed a progressive web application with React. Allows Offline availability, app shortcut creation, and users can view lists of events using Google's Calendar API to fetch calendar information.
- Using a test-driven development approach, I analyzed user stories and put them into scenarios for unit integration testing. Cucumber can be used for acceptance testing, and Puppeteer for end-to-end testing.
- Implemented serverless function using Amazon Web Service to authenticate and authorize users.

### Movie Mike's

*Personal project, Career Foundry, Nov 2023 - Dec 2023*

- Assembled a React client-side app that allows users to view lists of movies, genres, and directors. Integrate a Favorite list for users to have on their profile.
- Users can create an account and log in to view a list of movies and their favorite movies.
- Integrating the Movie API designed with REST API, Node.js, and Express. Storing all data in MongoDB. Using the endpoints to fetch all data onto the client side.

## EXPERIENCE

### 3D Modeler

*Part-Time, Kitesurf Technologies, New Jersey, Oct 2022 - Present*

- Executed prototype models that used kite surfing physics and movements.
- Coordinated with Software Engineers, Industrial Engineers.
- Improved usability and designed a compact model.
- The prototype now fits in smaller spaces and has potential residential use. It now allows customizability for boards and cables.

### 3D Environment Artist

*Full-Time, Soul Les Games LLC, Texas, Dec 2021 - Jan 2023*

- Collaborated with leaders, art directors, and other artists to provide scope for the environment.
- Created modular environments, props, and designed layouts.
- Modular environments allow quick edits and redesigns; artists can reuse assets for other environments.

### Sales Associate

*Part-Time, Station Wines & Liquor, New Jersey, Oct 2019 - Apr 2022*

- Helped find, sell, and manage 1,300+ unique liquor items. Taking 50+ calls daily.
- Arranged all liquor by Alphabet and categorized them by Brand
- Employees could find requested liquor faster, and the work environment became clean.