

MICHAEL PIETROSKI

Full Stack Developer

CONTACT

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Newark, NJ

<https://vppelli.github.io/portfolio-website/>

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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, Documentation JSDoc, TypeDoc

Back-end:

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

Software:

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

Source Control:

- GitHub, Git, Preforce, Plastic SCM

EDUCATION

Certificate in

Full Stack Developer

Career Foundry, - Mar 2024

Diploma in

Advanced 3D Modeling

CG Spectrum College, - Aug 2022

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

- To design an app that can send images, photos, locations, and messages to others.
- I assembled the app using React Native and Gifted Chat. I collected chat data and photos with Google's Firebase.
- Achieved a simple and understandable UI with Gifted Chat, and a responsive app that allows offline viewing of messages.

Movie Mike's

Personal project, Career Foundry, Nov 2023 - Dec 2023

- To assemble a React client-side app that allows users to view lists of movies, genres, and directors. Integrated a Favorite Movies list with user profiles.
- 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.
- A responsive app that uses (SPA) Single-Page Application, allowing users to signup and view there Favorite Movie list.

EXPERIENCE

3D Modeler

Part-time, Kitesurf Technologies, NJ, Oct 2022 - Present

- I executed prototype models that used kitesurfing physics and movements.
- Coordinated with Software Engineers and industrial Engineers.
- Improved usability and designed a compact model that fits in smaller spaces, has potential residential use, and is customizable for boards and cables.

3D Environment Artist

Full-time, Soul Les Games LLC, TX, 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, NJ, Oct 2019 - Apr 2022

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