

MICHAEL PELLETIER

47 Alpine Street, Somerville MA 02144
mpelletier.net | (978) 866-9605
michael@mpelletier.net

SUMMARY An innovative and experienced front-end developer, with a history of learning technologies quickly and solving a variety of user-facing problems.

SKILLS

	LANGUAGE	DESIGN	PROCESS
ADEPT	HTML5, Javascript & jQuery, CSS3 & SCSS, VueJS	Responsive Design, Wireframing, Styleguides	Agile Development, Cross-Browser Support, Scrum
NOVICE	AngularJS, EmberJS, NodeJS, Ruby on Rails, PostgreSQL	Feature Specs, User Stories, Illustrator & Photoshop	Javascript Unit Tests (Jasmine, QUnit), Build Tools (Gulp)

EXPERIENCE TRAACKR - Senior UX Engineer
APR. 2017 - ONGOING

I joined Traackr as the first specifically Front-End developer on a small team, tasked with being a bridge between Development and Design, and introducing more modern technologies to our Influencer Marketing Management platform.

- ❖ Introduced ES2015 support (transpiled via Gulp), Jasmine for front-end unit testing, and the VueJS Framework, and constantly acted as a resource for the team in these areas.
- ❖ Acted as Engineering Lead for a project based around building and designing a feature for discovering new influencers who are invested in your brand.
- ❖ Worked closely with our Designer to build a team-wide Styleguide and enforce consistency in both the look and feel of different aspects of the application.
- ❖ Followed Scrum Process (Sprints, Sprint Planning / Review / Retro, Story Pointing). Worked with our Product Owner to prioritise User-Experience focused bugs, technical debt, and feature requests.

VECNA TECHNOLOGIES - Senior Front-End Developer
SEP. 2016 - APR. 2017

Vecna brought me on to help with building out their patient platform, used by numerous hospitals to improve a patient's experience with preparing for appointments and procedures, as well as managing their finances.

- ❖ Improved build processes using Gulp to include more file watches, copies, and automated compiling.

- ❖ Worked with our Designer to begin implementing a sophisticated styleguide that included realistic mock patient data, built within our application.
- ❖ Began a process of becoming intimately familiar with the Torso framework for Backbone with the intent of acting as a core developer for the project.

SOCIETY OF GROWNUPS - Senior Web Developer

SEP. 2014 - AUG. 2016

I was the first front-end developer to be hired by Society of Grownups, 3 months before the location's opening. With a combination of digital tools and both in-person and online classes to educate, Society of Grownups sought to empower people to take control of their finances.

- ❖ Acted as Lead Developer for a 6 month project, supervising 7 other developers and tasked with a complete rewrite of the website, including an upgrade from Ember 1.5 to 2.4, and the addition of Ember-CLI and Ember-Data.
- ❖ Helped grow the development team from 2 to more than 10 developers. Partial responsibility for reviewing resumes, interviewing, and onboarding. Additionally, improved hiring processes, including writing a Javascript test.
- ❖ Mentored two junior developers by citing practical examples of best practices, pairing, offering encouragement, and enforcing diligent code reviews.
- ❖ Helped push forward an initiative based around employees volunteering in the community ("Grownups Give Back").
- ❖ Implemented improvements to the Team Culture with the creation of a quarterly 2-day Hackathon, and a monthly Game night.
- ❖ Introduced Scrum Process and attended Scrum Master training with the development team.

VISTA HIGHER LEARNING - Front End Developer / UX Engineer

MAR. 2012 - SEP. 2014

At Vista Higher Learning I was one of two developers tasked with overseeing the UX for our web application - an online language learning platform primarily for use by high schools, serving several thousand requests per minute. While we both worked in the Boston office, I was the primary UX developer for a satellite team of 8 developers located in Medellin, Colombia. I reported directly to the Director of Engineering in Boston.

- ❖ Assisted product owners in the writing and tasking of features and user stories.
- ❖ Worked closely with the design department, integrating the web application to their specifications as much as possible, ensuring cross-browser compatibility.

- ❖ Wrote 4 new XML tag parsers in Ruby on Rails for the purposes of creating online homework assignments for students to complete.
- ❖ Presented team-wide "tech talks" covering topics such as the benefits of SASS, cross-browser compatibility, JavaScript namespacing patterns, and solving the problem of having too many document ready calls.
- ❖ Maintained CSS and Javascript for a large code base spread across 4 applications.
- ❖ Ensured that feature specifications were updated through the Agile development process, and that the QA Manager had accurate test plan coverage.

MPelletier.NET - Freelance Web Developer

JUN. 2006 - MAR. 2012

The years that I freelanced and contracted taught me a lot about working with other people, discerning their wants and needs, and working with second-hand code. During this time I did a lot of design integration for content management systems such as Drupal and Wordpress, and forum software such as vBulletin, PHPBB, and XenForo.

EDUCATION

AMERICAN GRAPHICS INSTITUTE - UX Design Training

SEP. 2013

Essentially a "crash course" in user experience, this class covered many of the basics including writing specifications and the importance of having user stories drive your feature requirements. A large focus was also on wireframing and prototyping - creating effective mockups quickly, as well as the nature of iterative design.

MIDDLESEX COMMUNITY COLLEGE - Associate's Degree of Science in Liberal Arts

AUG. 2005 - AUG. 2008

I attended a wide variety of courses with a focus on English and Social Sciences. Courses included Criminal Law, Sociology, Popular Culture & Society, Environmental Science, Psychology, Abnormal Psychology, Business Management, and English 2 Honors and World Literature. I was entered into the Dean's List for Excellence for 3 out of 5 semesters, graduating with a cumulative GPA of 3.5 / 4.

INTERESTS

I have played hundreds of board games and dozens of roleplaying games - I am very interested in good mechanics and design and what makes something work or why something else doesn't work.

I am also co-writing and leading production of a digital graphic novel, the first stand-alone comic released via the Steam media distribution platform. Currently we have 5 chapters released, with more being developed. I also have two other comic series that are being written with intention to begin production and physical distribution in 2019 and 2020, respectively.