

# MICHAEL PELLETIER

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**SUMMARY** An innovative engineer, with a history of learning new technologies quickly, solving user-facing problems, and improving team knowledge and culture.

## EXPERIENCE **UPSTATEMENT** - *Lead Engineer*

NOV. 2018 - JUL. 2023

- ❖ Completed more than 25 client projects in less than 5 years, 25% more than any other engineer. Client projects have included [Tito's Vodka](#), the [BSO](#), [The Trace](#), PBS Newshour, [Covid Protocols](#), [Earth Alliance](#), and many more.
- ❖ Regularly held office hours to support other engineers. Pioneered a mentorship program, mentoring 3 other developers. Gave company-wide talks on VueJS and context switching.
- ❖ Identified an opportunity to streamline new project creation and created a Starter Kit for Craft CMS that has saved hundreds of developer hours.

## **TRACKR** - *Senior UX Engineer*

APR. 2017 - NOV. 2018

- ❖ Led a large app conversion to the VueJS front-end framework, introducing gulp, ES2015, and Jasmine Uniting. Built a design system with our designer to enforce style consistency across the app.
- ❖ Led development on a feature for discovering new influencers - which won "Best Influencer Discovery" at the first awards ceremony for influencer marketing in early 2019.

## EDUCATION **AMERICAN GRAPHICS INSTITUTE** - *UX Design Training*

SEP. 2013

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

AUG. 2005 - AUG. 2008

**INTERESTS** Roleplaying games (especially [Monsterhearts](#) and [Blades in the Dark](#)), comics (I write for [Half-Life: A Place in the West](#)), books (currently reading: Crooked House by Agatha Christie), horror movies

## SKILLS

Wireframes



Styleguides



Agile & Scrum



Tech Briefs / Docs



JS / VueJS



ReactJS / Angular



NodeJS



PHP / Python

