MICHAEL PELLETIER

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SUMMARY

An innovative and experienced engineer, with a history of learning technologies quickly and solving a variety of user-facing problems across multiple industries.

EXPERIENCE

UPSTATEMENT - *Lead Engineer*

NOV. 2018 - ONGOING

Upstatement is a design and engineering studio that works with clients on everything from research and strategy, to branding, to complete transformations of their online presence.

- ❖ Acted as Technical Director on several projects, frequently juggling more than one project at a time.
- ❖ Worked across many different stacks, from PHP to Node to Ruby on Rails, to VueJS and React, to WordPress and Craft CMS, to using Google Docs as an API. Wrote Documentation and Technical Briefs, gave technical walkthroughs, and contributed to Statements of Work and Creative Briefs.
- ❖ Participated in the creation and trial run of a mentorship program, mentoring 3 developers at different skill levels.
- ❖ Gave company-wide presentations / talks on VueJS and context switching, lead a standardization project on our SCSS usage.
- ❖ Took the initiative to build a robust Starter Kit for Craft CMS that has saved hundreds of developer hours.
- ❖ Client projects have included: **Tito's Vodka**, the **Boston Symphony Orchestra**, **The Trace**, PBS Newshour, the American Thoracic Society, **Covid Protocols**, the Philadelphia Inquirer, Earth Alliance, and many more.

TRAACKR - *Senior UX Engineer*

APR. 2017 - OCT. 2018

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 style guide 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 style guide 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**, one month 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 12 developers. Responsible for reviewing resumes, interviewing, and onboarding. Additionally, improved hiring processes, including writing a programming test.
- ❖ Designed an office space for developers and designers to work closely together.
- ❖ 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.

SIDE PROJECTS   **HOMSURFIN** - *Lead Engineer / Tech Lead*
AUG. 2022 - ONGOING

HomSurfin is a new startup currently in the **Beta** accelerator program. I am the only contractor on the project and am working closely with the founder to help build out the company. My responsibilities include:

- ❖ Leading development and feature planning of a prototype mobile application using Quasar.
- ❖ Assisting with branding and design work.
- ❖ Planning out post-funding hiring for an entire engineer team, in terms of roles needed, salaries, and so on. Also helping to codify broad company benefits.

NEON REMEDY STUDIOS - *Founder, Tech Lead*
JUN. 2018 - ONGOING

I founded Neon Remedy Studios for the ongoing publication of an officially licensed digital graphic novel that I'm co-writing, called **Half-Life: A Place in the West**, which is the first stand-alone comic released via the Steam media distribution platform. Currently we have 8 chapters released, with more being developed.

- ❖ Managed company contracts and invoices, as well as the hiring and firing of contractors.
- ❖ Handled technical accounts including emails, Adobe and Dropbox subscriptions, the Steam store page, and more.
- ❖ Oversaw translations, worked alongside artists on different aspects of production.
- ❖ Calculated projected sales, handled discount schedules, and created budgets for 2020, 2021, and 2022 to allow us to meet our goals.

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 roleplaying games - I am very interested in good mechanics and design and what makes something work or why something else doesn't work.

I have written unofficial supplements for the RPGs *Monsterhearts* and *Blades in the Dark*, contributed writing to the RPG *Slugblaster*, and have served as the editor for the RPG *Crescent Moon* and its expansion, *The Exiles*.

Also I consume a plethora of horror movies and write reviews on **Letterboxd**.