Michael Dziedzic

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Technical Skills

Strong

JavaScript, React/Redux, AngularJS/2, jQuery, HTML, CSS, SASS, SMACSS, Bourbon/Neat/Bitters/Refills, Node, Express, Koa, MEAN stack, REST, MongoDB, Mongoose, RethinkDB, Material-UI, WordPress, Gulp

Experienced

Backbone, D3, Ionic, mySQL, Bookshelf, OAuth2, Grunt, Mocha/Chai, PHP, UNIX, TypeScript, Objective-C, Cocoa, Swift, Java, C++, C, ActionScript, Pascal, Fortran, Cobol, Apple Assembly, BASIC

Personal

Avid traveler, Boston terrier wrangler, and amateur photographer; also good at writing unfinished novels and producing unreleased experimental music

Recent Projects

Number's Game - Product Owner, Full-Stack Developer, Designer / github.com/mdziedzic/numbers-game
Job search organizational/productivity tool

- Engineered a modern and responsive user experience with React/Redux
- Implemented a forward-looking tech stack by using Node/Koa/RethinkDB on the back end
- Created a visually compelling user interface with Material-UI
- Ensured proper application functionality by writing unit tests with Mocha/Chai

Hack Overflow - Full-Stack Developer, Designer / github.com/mdziedzic/hackoverflow
Technical knowledge base for Hack Reactor students and alumni

- Created a clean, responsive front end with AngularJS and HTML5/CSS3 to allow users to easily access and contribute information to the knowledge base
- Implemented MEAN stack by integrating AngularJS with Node/Express/Mongo back end
- Established client-side token-based OAuth2 authentication with GitHub sign-in to facilitate user authorization

Hack Cohortinator - Full-Stack Developer, Designer / github.com/mdziedzic/hr-cohortinator
Team interaction and pair programming tool

- Built and designed front end while beta-testing Angular2 with TypeScript
- Prototyped with sample data in lieu of a database to simulate typical user experience

Around the World in 480 Days - Full-Stack Developer, Designer / aroundtheworldin480days.com
Interactive WordPress travelogue

- Created an engaging WordPress experience by constructing custom templates with JavaScript/jQuery and PHP
- Increased user interaction by integrating Flickr and Google Maps
- Enabled potential revenue stream by integrating Google AdSense and Analytics

Experience

Eggfoo - Principal, Full-Stack Developer, Designer (2002-2016) / eggfoo.com

- Specialized in creating unique, interactive websites, Flash, and iOS apps, helping artists and small business that could not otherwise afford professional creative services
- Designed and developed interactive website for British senior recruitment consultancy while still achieving Level AA of the W3C's Accessibility Guidelines

Art Technology Group - Design Director, Lead Designer, Front-End Developer (1995-2000)

- Design Director during ATG's IPO (NASDAQ: ARTG, bought by Oracle in 2011)
- Resourced incoming projects with engineering management; responsible for salary reviews and career development of over a dozen designers
- Led design teams on complex applications for Sun Microsystems, Herman Miller, BMG Music Service
- Designed and developed front ends for Sony, MCI, NTT Data, MIT Media Lab, and Harvard Business School as well as ATG's products
- Featured in various publications including *Communication Arts* and *Graphis*

Freelance - Web Developer and Designer (1994-1998)

- Designed, built, and hosted Dead Can Dance's website (world renowned music act, reaching number one on Billboard's Top World Music Albums Chart in 1996)
- Designed and built website for Public Radio International's program *Echoes*
- Designed and built websites for ambient electronic music composers Steve Roach and Michael Stearns

Education

Hack Reactor Remote - Advanced Software Engineering Immersive Program (2015-2016)
University of Illinois - MA Philosophy - Philosophy of Science, Logic (1991-1993)
University of Illinois - BA Philosophy - two years in Engineering (1986-1990)
Université de Nancy (now Université de Lorraine) - French Language Studies (1988-1989)

Stanford's Algorithms: Design and Analysis on Coursera, Stanford's C and C++ courses (audited remotely), Apple's iOS Development Series (Objective-C, Cocoa)