Michael Mamich
Web Developer

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github.com/MMMamich

Work Experience

October 2022 – Present

Codazen – UI Engineer
- As part of the Web and UI Infrastructure team, I work with an Agile team to build out features consisting of controller work, API development, UI component work, Accessibility, and Localization for Facebook/Meta
- Projects I've worked on but are not limited to Meta Spark, Meta.com, Quest 3, Meta AI, Family Center, Forwork, Perception
- Led team on launching multiple sites to deliver quality products to clients in a timely manner

August 2018 – October 2022

NEP Services – Web Developer
- Built 50+ police/fire CMS websites for clients throughout the nation. Occasionally used Vue.js or PHP to build tailored sites
- Work with project managers to scope the complexity of client's site and got sites built in a 1-2 week turnaround
- Maintained multiple websites and triaged issues in 1-2 days via different ticketing systems, Zendesk/Hubspot

February 2017 – August 2018

Web Designer – Intern, Jam Sports Productions
- Led a team of interns to deploying website on deadlines

Freelancer
- Freelanced as a Web Developer, Chess/Photography Teacher, Music Teacher

Education

University of California, Irvine
October 2017 – January 2017
Certification in Web Development

Cal State Dominguez Hills
October 2015 – July 2017
BA in Music Technology

Skills

Languages
HTML, CSS, JavaScript(ES6), PHP, MongoDB, MYSQL, Postgres

Frameworks
React, Next.js, Vue, jQuery, Node.js, Express, Mongoose, EJS, Handlebars, Bootstrap, Tailwind, Fetch, CMS(Wordpress, Joomla, Webflow, Strapi)

Tools
Slack, JIRA, Basecamp, HubSpot, Zendesk, AWS(Lightsail, Amplify, S3, EC2), Digital Ocean, SSH, Affinity, Git/GitHub, SSH, API's (Rest/GraphQL)