Samuel Pagenkopf ○○○

○○○ Software Engineer

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○○○ Skills

- **Fullstack Web** – Javascript, Typescript
- **Web Frontend** – React >16, Svelte, Vue, HTML5, CSS, SVG
- **Web Backend** – Node.JS, SQL, NoSQL/CouchDb
- **Audio/Visual Design** – Illustrator, Photoshop, Graphic Art
- **...and More** – Git, Agile, Kanban, C, Go, Rust, Lua, Linux

○○○ Professional Work

Self-Employed **Web Developer, Independent** *2023-ongoing*

Designed and built websites for various clients.

Stack.Recipes (Milwaukee, WI) **Fullstack Developer** *Feb 2023-onging*

Building a recipe sharing web application from scratch with T3 stack (Next.JS, Prisma). Designing the SQL database as well as the frontend user experience, which is currently being built.

Center for Political Innovation (NYC, New York) **Fullstack Developer** *July 2023-ongoing*

Adding pages and functionality to a Next.JS website, helping to grow the organization past 200 members. Maintaining the backend Wordpress db in PHP.

Essistant.AI (Milwaukee, WI) **Backend Developer, Freelance** *May-July 2023*

Developed a Node.JS wrapper in Typescript around an Email library to send data to and from an AI productivity assistant on the backend. This technology is able to automate the data entry of calendar events from descriptive emails.

OnePage Accounting, LLC (Milwaukee, WI) **Frontend Developer** *2020-22*

Migrating a website from its old tech stack to use modern React/CouchDB, in order to increase its capabilities.

Kids HandAid, LLC (Milwaukee, WI) **Wordpress Developer** *2021-22*

○○○ Education

Milwaukee School of Engineering **B.S. Software Engineering** *2015-17*

○○○ Projects

Fazeoid (Try Online!): Live audio synthesizer in Svelte, with custom-made UI Components. Synthesizer engine was written from ground-up (self-studied DSP), and UI designed by Sam.

Super Rogue (Play Online!): Video game combining dungeon crawlers with SuperHot mechanics.

Dig (Play Online!): Platform game with touch controls.