

# Michael Peiman

## Frontend/Fullstack Developer

Mature developer with wide-ranging experience in solo projects.  
Strong sensibilities in User Experience.  
Excellent communicator, problem solver, and team player.

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## Skills

JS (s)CSS HTML Svelte/kit  
VueJS Python SVG Canvas  
GitHub GraphQL Dgraph  
Supabase CMSs cPanel  
Vercel Netify

## Education

I have a gifted intellect, but am undegreed. I've completed various courses & tutorials in a broad range of relevant subjects.

## About Me

Single parent, lifelong learner, philosopher. I'm always looking for solutions and improvements, with a passion for learning, collaborating and creating. Gifted in language, critical thinking, and teaching.

Hobbies & passions include fitness, snowboarding, playing piano, mushroom foraging, and gaming.

Fun fact: I'm an expert snowboard instructor, and instructor course conductor. This has given me invaluable experience and insight into teaching and pedagogy.

Fun fact #2: My daughter was conceived in Ghana, West Africa, where I worked as Operations Manager & Systems Designer for Ghana's first commercial aquaponics farm.

## Objectives

To bring my wide-ranging design & development skills to bear on making meaningful improvements to your business - product, process & bottom line.

To integrate with your team, earn trust and respect, and grow into a mentorship/leadership role at your company.

To hone my skills and craft, to pursue excellence; to have fun learning, creating, and producing quality work.

## Projects

### Super-tic-tac-toe

[super-tic-tac-toe.netlify.app](https://super-tic-tac-toe.netlify.app)

A complex version of Tic-Tac-Toe with many options. Custom-built in Sapper; my most ambitious project thus far in terms of number of LOC (approx. 9,500), features and UI.

- Ambitious solo project of approx. 9,500 LOC, for up to 8 players
- Complex scoring - tallying 4 directions with variables & bonuses
- A unique game settings menu using natural language flow, and realtime calculation of viable board sizes & options based on user selections

Svelte Sapper Netlify localStorage Custom styles CSS variables

### MathSheets

[math.curriculumfor.life](https://math.curriculumfor.life)

An app for generating elementary math worksheets to user specifications. Created as a learning exercise for myself, and as an aid to homeschooling my daughter, specifically to generate printable, randomized and customized math problem worksheets.

- Developed complete user auth flow using Supabase
- Implemented full CRUD functionality for worksheets
- Solved some tough UI layout challenges with user-generated worksheets and options for variable number of problems, columns etc

Supabase Sveltekit Forms Calculations User Auth

### StarBattle

[starbattle.mikepeiman.dev](https://starbattle.mikepeiman.dev)

An early prototype WIP cloning a game called Pax Galaxia. This is a little-known game that I fell in love with in 2007, which ceased development shortly thereafter, which I always wanted to re-create in a modern way.

- Generating a hex-based grid, with all coordinates mapped and edges drawn
- Implemented animated ship orbits, ship generation, and travel between stars
- Intuitive UI with left click, left drag, and right click operations

Sveltekit SVG Trigonometry Hex grid generation OOP

## More...

[More projects here](#)

I have another dozen projects from the past few years available to demonstrate my skills and creativity. Please see project link for more details.