MICHAEL MARCELINO

MICHAELMARCELINO.CA
WEB DEVELOPER

PORTFOLIO

TABLE OF CONTENTS

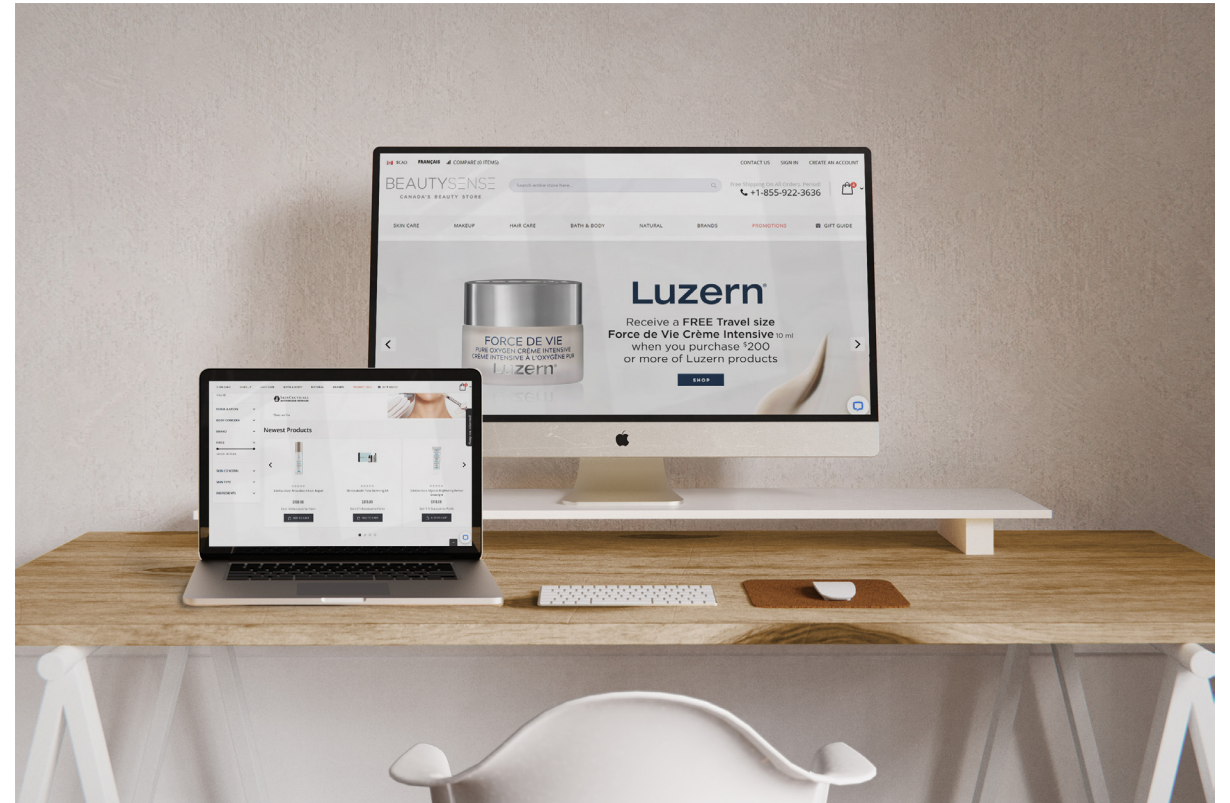# WEB DEVELOPMENT

+ BEAUTYSENSE

Beautysense is a project that I have been working on and in charge of for the past 2 years as a web developer. Beautysense is an online beauty store which also has physical stores and spas around Canada. I am currently a web developer and programmer for a Montreal based web development agency which specializes in the creation and development of e-commerce websites using the Magento platform. Furthermore, I was in charge of both the design and development phases of this project as well as the integration of any and all systems that they use in their stores in order to sync orders and inventory with the website. With that being said, I have been working on a complete revamp of the Beautysense website using the new and improved Magento 2 platform for the past 12 months.

URL: https://beautysense.ca/
Languages and Tools used: HTML5, CSS3, XML, JavaScript, Ajax, PHP, MySQL, NodeJS, Magento 2 Community
Date of Production: Fall 2019 - Present

+ UN ARCHITECTURE

This web-page was built for an architecture firm called "UN Architecture". The challenge for this web-page was to develop a modern and responsive layout which is to be fully customizable in the future. As a result, this site was completely
restructured and designed using WordPress. The development of this site included working with the head of the company to properly make the website represent the firm, and to meet and exceed client expectations.

URL: https://www.unarchitecture.com
Date of Production: March 2020 - Present
Content Management System used: WordPress
Languages and Tools used: HTML5, CSS3, JavaScript, jQuery, Ajax, PHP, MySQL
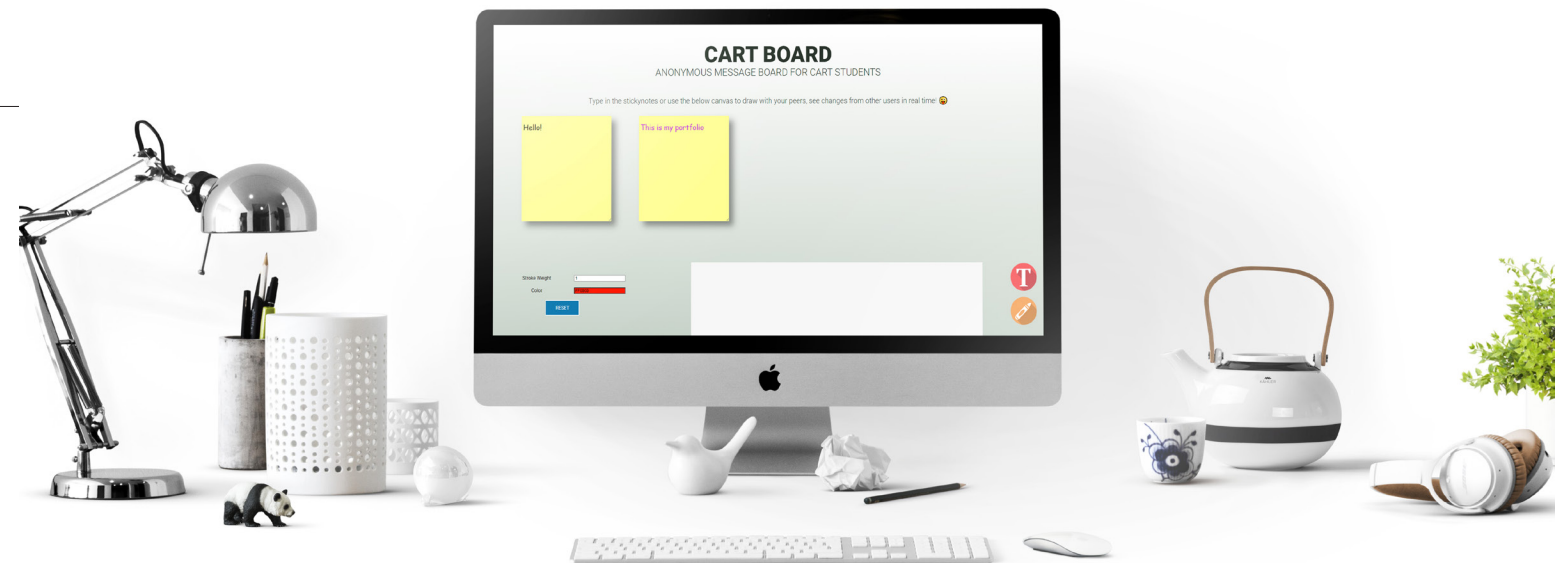
+CARTBOARD

Cartboard was the final project for CART 351 that another classmate and I created together. Essentially, Cartboard served as an anonymous message board that allowed users to both chat and draw anonymously in real time with each other. Users were able to create new notepads to write on, which other connected users would be able to see and interact with together. The main focus of this project was to create a web application that incorporated different web technologies as well as to challenge ourselves in learning something completely new. Therefore, Marianne and I chose to create a real time web application using NodeJS and websockets in order to create the real time experience.

URL: http://cartboard.herokuapp.com/app.html
Languages and Tools used: HTML5, CSS3, JavaScript, Ajax, PHP, MySQL, NodeJS
Contributors: Michael Marcelino (NodeJS, Javascript, programming portion...) , Marianne De Bonis (CSS3)
Date of Production: Fall 2018

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PORTFOLIO WEBSITE

My portfolio website first began as a class project; however, it quickly turned into a personal project because I enjoyed creating something based on my specifications and style. I wanted my pageto represent my minimalistic design style that uses a lot of wellbalanced white space. In developing my digital portfolio, I wanted to have a very unique design and creative way to navigate the page. Furthermore, I wanted to add a level of interactiveness to my page by using the typeJS library to create a typing effect on my home section.

Date of completion: April 2021
Framework used: Bootstrap 3
Languages and Tools used: HTML5, CSS3, JavaScript, jQuery, Ajax, typeJS, slickJS

PROGRAMMING

+ MTR0

The purpose of this project was to bridge the gap between 3D construction in Blender and our technological skills outside of solely 3D development. With that being said, MTR0 was an ambitious project where I wanted to generate an entire world in Blender through code and scripting. As a result, all buildings and structures in the scenes were created procedurally using code and the Google Maps API. For instance the Pyramids in scene 3 were created based off of real life Google Maps data of the Pyramids Of Giza. Furthermore, the buildings in Scene 4 (MTR0) were created the same way using real life Google Maps data, targeted at a portion of Saint Catherine street in downtown Montreal.

Software and Languages used: Blender, Python programming language, Google Maps API
Date of Production: Winter 2020

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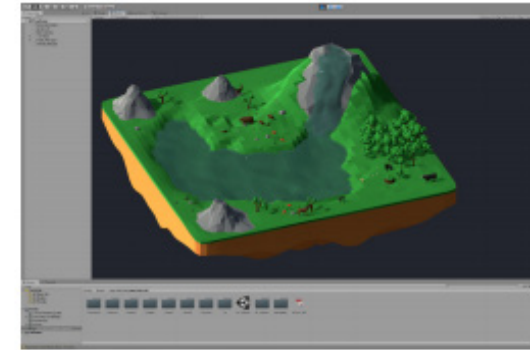
NAJURA

Najura was the main project in our CART 411 course last semester. My group and I decided to build and create an AR experience that would go hand in hand with a physical installation. With the theme of the project being the environment, my group and I set out to create an installation which represents a destroyed and polluted environment. Furthermore, we created an AR application which would show what the environment used to look like when you scan it with your phone. As you can see in the bottom right image, what is now a destroyed landscape used to be a lush, green landscape, filled with animated animals and sounds.

Project URL: https://hybrid.concordia.ca/m_deboni/cart411/najura/
Software and Tools used: Unity, Vuforia, Blender
Contributors: Michael Marcelino (Augmented reality app, programming) , Masha Krotkykh (3D modelling), Marianne De Bonis (3D modelling), Christopher Cenci (3D modelling, construction of installation), Sebastian Beltran (3D modelling, construction of installation), Ruixuan He (3D modelling, construction of installation)
Date of Production: Fall 2019

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STICKMAN'S ADVENTURES

Stickman's Adventures is a 2D game I had developed over the course of six months. This game was developed using the Unity game engine and the C# programming language. The game first began as a class project meant for web browsers, however it quickly became a personal project meant for Web, PC, and Mac OS because of how much I enjoyed building with and learning C#. The challenges I encountered developing this game are what made me enjoy building it even more and overcoming them was truly the best part of building this 2D platformer as well as learning a new programming language.

Date of completion: February 2016
Size of work: 5.5x1.3" each
Software used: Adobe Photoshop, Adobe Illustrator

+ NOEL

Noel is a game developped in Unity and C# that was inspired by the Coronavirus pandemic. It is a game who's themes focus on loneliness and depression. Through the game's artwork, soundtrack, and gameplay, the player has to overcome several challenges that they might want to eventually give up with. However, as the player struggles, Noel is encouraged by a guiding light which shows Noel the way forward, while also pushing Noel to continue going and to overcome any challenges that await. Noel was developped in Unity, using the C# programming language, and is completely original (artwork and music created by us).

LIKE MY WORK?

LET'S GET IN TOUCH!

📞 (438) 883-6290

🌐 MICHAELMARCELINO.CA

✉ MICHAELMARCELINO12@GMAIL.COM