

SAVILLE YOUNG IV

WEB DEVELOPMENT | CREATIVE STUDIO | DIGITAL SYSTEMS

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PROFESSIONAL SUMMARY

Portfolio-based web developer and creative systems builder with hands-on experience using PHP, MySQL, PDO, HTML, CSS, JavaScript, and XAMPP. Develops responsive public pages and administrative tools for writing, messaging, project tracking, content management, and portfolio presentation. Brings production troubleshooting experience to testing, debugging, documentation, and iterative development.

TECHNICAL SKILLS

PHP • MySQL • PDO • HTML5 • CSS3 • JavaScript • XAMPP • Responsive design • Sessions and cookies • CSRF protection • Authentication workflows • Form validation • Database schema design • File uploads • GitHub Desktop • VS Code • DataGrip • Node.js

SELECTED DEVELOPMENT PROJECTS

iamSavillion.com | Portfolio and Admin Platform

Independent web project | 2026 - Present

- Developing a public portfolio and PHP/MySQL administrative workspace for books, chapters, characters, projects, messages, and publishing.
- Built authentication flows using sessions, CSRF validation, login-attempt limits, and protected admin routing.
- Continues to refine responsive layouts, navigation, editors, contact workflows, project tracking, and reusable content structure.

iamSavillion XAMPP Portfolio | Local Development Build

Independent web project | 2026

- Developing and testing a local PHP/MySQL portfolio with responsive sections, filterable project cards, downloadable resumes, and a contact workflow.
- Uses PDO prepared statements, server-side validation, CSRF protection, a honeypot field, session rate limiting, and local setup diagnostics.

SELECTED DEVELOPMENT PROJECTS CONTINUED

Eddie Bones Creative Platform | Content and Worldbuilding System

Independent web project | 2026 - Present

- Structuring administrative tools for books, chapters, characters, maps, notes, messages, and scheduled publishing.
- Designing content-editor workflows with headings, tables, fixed toolbars, drafts, image support, and organized navigation.
- Maintains separate public and administrative experiences while expanding the project in manageable stages.

Creative Studio Workspace | Drawing, Audio, and Video Editor Planning

Development concept | 2026 - Present

- Planning browser-based drawing, audio, and video workspaces with toolbars, draft saving, editing controls, and project organization.
- Documenting a hybrid approach that keeps demanding media processing local while coordinating project data through the server.

PROFESSIONAL EXPERIENCE

Spherion at Nestle | General Laborer and Machine Operator

Springville, Utah | April 2022 - November 2024

- Operated automated equipment and supported logistics, sanitation, and production functions within a structured, time-sensitive workflow.
- Applied real-time troubleshooting and followed repeatable safety and quality procedures.

Little Giant Ladder Systems | Pultrusionist

Springville, Utah | April 2022 - November 2022

- Diagnosed production issues, adjusted specialized equipment, and completed machine teardown and reassembly during repairs.

EDUCATION AND PRACTICAL TRAINING

Landmark High School | High School Diploma | Spanish Fork, Utah | 2013

Hands-on coursework included two years of auto body repair plus welding, small engines, woodworking, and applied science.

ADDITIONAL TOOLS

Notepad++ • Obsidian • Code::Blocks • Unity basics • Basic C and C++ interests • Technical documentation • Workflow planning