

# Jack Rugile

## Front End Web & Game Developer

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I'm a front end web and game developer with 10+ years experience ranging from small creative studios to large corporations. My ambition is to create interactive experiences that bring people joy and solve problems. I take pride in my work and want to leave the web better than I found it. I'm looking to collaborate with a team of innovative professionals who are dedicated to their craft.

## Experience

Consume & Create	Lead Developer	Dec 2023 – Apr 2024
	Senior Developer	Aug 2021 – Dec 2023

- » Worked primarily with Vue.js/Nuxt, Sanity, Contentful, Cloudflare, and Netlify to create engaging experiences that clients could control themselves.
- » Developed a web app utilizing the Web Speech API (Speech Recognition) to reduce the use of jargon and unnecessary language in meetings.
- » Used Three.js and device orientation events to create an interactive 360° photo tour of two New Belgium Brewing locations.

The North Face	Senior Interactive Web Developer	Apr 2021 – Jul 2021
	Interactive Web Developer	Jul 2019 – Apr 2021

- » Successfully launched custom sites and campaigns for product lines such as Futurelight, Vectiv, Black Series, and the Brain Dead collaboration.
- » Built a collection of reusable Vue.js components that could be flexibly used for multiple campaigns and adhered to brand style guidelines.
- » Guided and mentored two developers on my team to create a productive and communicative department.

Legwork Studio	Front End Developer	Feb 2017 – May 2019
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- » Worked on a variety of projects including campaigns and games for companies like YouTube, Domino's, and Capital One.
- » Created a morphing WebGL particle system for a landing hub for OMNIA, a reputable set of international nightclubs.
- » Leveraged React, Vue.js, Three.js, Pixi.js, Phaser, and many other tools alongside vanilla JavaScript.

The Firm Graphics	Front End Developer	Apr 2011 – Feb 2017
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- » Focused primarily on music industry sites for clients such as Electric Daisy Carnival, Electric Forest, Michael Franti, and The String Cheese Incident.
- » Created a schedule building app that allowed festival goers to plan and share their experience on social media.
- » Built custom WordPress themes with PHP and admin functionality to make the CMS experience as flexible as possible for clients.

## Skills

Core	Libraries & Frameworks	Other	Personal
» HTML	» Vue.js/Nuxt	» VS Code	» Husband of lovely wife
» CSS/Sass	» React	» Git (GitHub/Bitbucket)	» Father of two wild boys
» JavaScript	» Three.js	» Build (Vite/Webpack/Parcel/Gulp)	» Music maker
» PHP	» GSAP	» Deploy (Netlify/Cloudflare)	» PC gamer
» Accessibility	» Pixi.js	» CMS (Sanity/Contentful/WordPress)	» Coffee consumer
» Performance/SEO	» Phaser	» Design (Adobe CC/Figma)	» Beer imbibor

## Education

The Art Institute of Colorado	Associate of Applied Science (AAS)	Web Design and Interactive Media	May 2009 – Mar 2011
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- » Graduated Summa Cum Laude and received the John Jellico Scholarship.