



Kyle Peterson

Front-end Developer

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OBJECTIVE

Aspiring creative developer seeking new and exciting opportunities to develop progressive front end experiences that are intuitive, performant, and reliable.

SKILLS

JavaScript ES6, HTML5, CSS, CSS3, Canvas API, RESTful API's, Bootstrap 3+, GSAP, SVG Fonts, Liferay DXP

Knowledgeable:

Vue, React, SCSS, Webpack, Three.js, CSS Grid, Node.js

Other:

Adobe Illustrator, Adobe Photoshop, git/github, Maya 2015, IBM WebSphere Portal Web (CMS), Atom, Microsoft Office Suite, Filezilla

EDUCATION

Rochester Institute of Technology (RIT)
Bachelor of Science

New Media & Interactive Development
Spring 2016
GPA: 3.45

EXPERIENCE

Web UI Developer Contractor

BlueCross BlueShield - Rochester, NY

August 2016 - December 2018

Create, maintain, and update, web ui and content including the editing of online media assets. Regularly worked with Digital Experience team coding for the front-end on their member ux redesign project among other projects. Worked within cms to improve overall interface functionality, accessibility, look and feel, and responsiveness of new and existing web pages using HTML, CSS, JavaScript, and other external libraries and apis.

Digital Experience Intern

BlueCross BlueShield - Rochester, NY

May 2015 - July 2015 & May 2016 - August 2016

Developed, designed, maintained and edited web content and for Lifetime Healthcare companies. Designed and developed the front end of a profile creator web application for the Office of Inclusion.

Fitness Center Supervisor

RIT Weidman Fitness Center - Rochester, NY

January 2013 - May 2016

Meetings with Associate Director of Recreation & Intramurals of RIT discussing and planning the management, policies, and budget for Weidman Fitness Center operations. Taught clients 'Fitness Center Basics' in the form of one-on-one appointments designed for new members of the facility. Aided their development of proper exercising techniques and workout equipment use. Trained and managed fitness center staff.

PROJECTS

Careers Redesign

Collaborated with ux designers and content team to develop an entirely new front-end experience for the careers section of the corporate website. Converted existing company web pages and developed new pages with HTML, CSS, JavaScript, JavaScript libraries, and apis to produce a cohesive and responsive user interface for an improved web experience.

Inspire

New Media Team Project capstone, a music discovery interactive exhibit utilizing touchable technology, projection mapping, and web technologies.

Combo-Smash

Developed a hack and slash survival game for the web using all original JavaScript, HTML Canvas, and assets (no dependencies or libraries). This was for my Rich media Web Application Development course.

COURSES

New Media Team Project, Casual Game Development, Game Design & Development I, Rich Media Web App Dev I, 2D & 3D Animation & Asset Production, Interactive Media Development, Interactive Design & Algebraic Problem Solving III, 3D Modelling & Animation For Interactive Media, Elements of Graphic Design in New Media