Joseph Pietruch
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A servant-leader and media technologist with a healthy mix of art, science, and empathy. Enthusiast of board games, hockey, DnD:5E, tinkering, and space exploration.

::Development

Angular, AngularJS
React, Preact, Redux
JavaScript & jQuery
ActionScript 3.0 - Flash/Flex/AIR
Java - Android, Processing, libGDX
C# - XNA, Windows Forms, Unity
C++ - DX9, DX10, OpenGL
Lua, Python

::Design & Arts

Web & Interactive
Photography/Videography
Motion Graphics
2D/3D Design & Texturing
Drawing & Painting
Singing & Music Theory

::Software

Adobe Creative Cloud
MS Visual Studio Code
OBS
XACT
Maya
GarageBand, FL Studio

::Experience

Forbes Media, LLC *July 2014 - present*

Director of Engineering, Platform Products *April 2021 - present*
Coordinating with Product Owners and Stakeholders in and out of the Platform team.

Senior Engineering Manager, Platform Products *January 2021 - April 2021*
Leading an extended team of 14 developers across multiple projects and initiatives. Collaborating with Product Owners and Stakeholders to steer our CMS and related back-end tools.

Engineering Manager *October 2019 - December 2020*
Led a team of 8 developers fostering collaboration, growth, and engineering excellence. 2020 saw upwards of 800 features / fixes merged to main.

Senior Front-End Developer *July 2016 - October 2019*
Technical lead on Bertie, a custom Forbes.com CMS replacing the aging plugin-heavy WordPress solution. Angular, TypeScript, QuillJS, Embed.ly. Ran internship program.

Front-End Developer, Mobile Focus *July 2014 - July 2016*
Development and support for forbes.com and bespoke client microsites.
Led development on Forbes experimental progressive web app.

Kickstarter: Chain Gang Chase *June 2013 - May 2014*
Created a video game concept, prototype, and supporting website. Managed all aspects of design and development. Ran a Kickstarter campaign, funded; proceeds used to hire students to work with me on the game. May 2014 beta launch.

Lecturer: Rochester Institute of Technology *Summer 2010 - Summer 2014*
Lesson planning and teaching a variety of college programming and media courses.

Director: RIT Kids on Campus Program *Summer 2010 - Summer 2014*
Managed, orchestrated, staffed, and oversaw operations of this annual RIT summer program for 5th through 12th grade students.

Freelance Developer: Democrat and Chronicle *Summer 2010 - Summer 2014*
Created canvas and svg data visualizations, as well as flash webgames contracted through the Rochester, NY newspaper.

Freelance Developer: Workinman Interactive *Summer 2008 - Summer 2014*
Created several Flash webgames contracted through Workinman Interactive's client: Nickelodeon. Worked with iCarly, Spongebob Squarepants, and Invader Zim IPs.

Lead Flash Developer: Picture the Impossible (PTI) Game - *Summer, Fall 2009*
Design and development of five Flash webgames, each with weekly serial content. Games used as part of PTI: a Rochester-wide Alternate Reality Game leveraging newspaper, geographic, and online games and puzzles for a seven-week experience.

Graduate Assistant / Tutor: RIT *2008 - 2009 Schoolyear*

Teacher's Assistant: RIT Programming Courses *2007 - Spring 2009*

Student Manager: RIT Crossroads Print/Postal HUB *2006 - Spring 2009*
Managed campus print shop on nights and weekends.
Digital pre-press/printing/finishing work and customer service experience.

Production Graphic Artist: WKTV Television Station, Utica, NY *2002 - 2004*
Created evening and week-end news graphics and fullscreens, operation of studio cameras, and audio mixing during newscasts at local NBC affiliate television station.

::Education

Rochester Institute of Technology - 2010
MS Game Design & Development, Graduate Assistant

Rochester Institute of Technology - 2008
BFA New Media Design & Imaging, Highest Honors

::References

Available upon request.