

Stephanie Jurgiel
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Skills

- HTML5
- CSS3 / SCSS
- JavaScript / jQuery
- JSON
- Adobe Photoshop
- Working knowledge of Mithril.js
- Git / Bitbucket
- Jira
- Agile Methodologies
- C#
- Detail-oriented
- Problem Solving
- Time Management
- Works well in a team and independently

Work Experience

Fitbit

Digital Marketing Engineer

Boston, MA

March 2016 – Present

- Successfully launching responsive, international marketing pages built from Photoshop designs for new products, features, and campaigns viewed by over 1,000,000 consumers on launch day.
- Overhauling legacy code and data into clean, reusable components across fitbit.com to improve page speed, quality, and user experience.
- Corresponding daily with remote project managers, designers, and quality assurance engineers to plan and implement project requests.
- Working in an Agile environment on a team of 7 developers to estimate, plan, and complete marketing requests in a fast-paced environment.

MCD Partners

Developer Intern

Fairport, NY

June – August 2015

- Modified existing web pages for agency clients to resemble new designs from a remote design team.
- Co-engineered an internal company tool with a fellow intern to allow developers and clients to view a centralized style guide for projects.

iD Tech Camps

Instructor

Waltham, MA

June – August 2014

- Instructed programming courses for 13 to 17-year-olds. Taught students game programming for iOS in Unity, and how to create mods for Minecraft with Java.

Education

BS Game Design and Development, GPA: 3.98
Rochester Institute of Technology, Rochester, NY

Minor: Psychology
August 2012 – December 2015