Stephanie Jurgiel

(508) 868 - 8634

stephaniejurgiel@gmail.com

Skills

- HTML5
- CSS3 / SCSS
- JavaScript / jQuery
- JSON
- Adobe Photoshop

- Working knowledge of Mithril.js
- Git / Bitbucket
- Jira
- Agile Methodologies
- C#

- Desire to learn
- Problem Solving
- Time Management
- Works well on a team and independently

Work Experience

Fitbit Boston, MA
Digital Marketing Engineer March 2016 – Present
- Worked in an Agile Environment on a team of 7 developers to estimate, plan, and complete marketing requests in a fast-paced environment.
- Successfully launched responsive, international marketing pages built from Photoshop designs for new products, features, and campaigns viewed by over 1,000,000 consumers on the day of launch.
- Overhauled legacy code and data into clean, reusable components across fitbit.com to improve page speed, quality, and user experience.
- Corresponded daily with remote project managers, designers, and quality assurance engineers to plan and implement project requests.

MCD Partners Fairport, NY
Developer Intern 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 Waltham, MA
Instructor 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 Minor: Psychology
Rochester Institute of Technology, Rochester NY August 2012 – December 2015