

Stephanie Jurgiel

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Portfolio: stephaniejurgiel.com

Education

Rochester Institute of Technology, Rochester, NY

August 2012 - Present

BS Game Design and Development GPA: 3.97

Expected graduation: December 2015

Minor: Psychology

Skills

Programming Languages: HTML5, JavaScript / jQuery, CSS3, SCSS, C#, Java, Swift, C++

Development Software: Sublime Text 2, Visual Studio, Eclipse, Maya, Unity, Adobe Photoshop

Other: Node.js, MongoDB, React.js, Grunt, Jade, Time management skills, Desire to problem solve and learn necessary skills

Work Experience

MCD Partners, Fairport, NY

June – August 2015

Developer Intern

- Assigned front-end development tasks for internal company and external client projects.
- Worked with existing web pages to make them resemble designs from the design team.

iD Tech Camps, Waltham, MA

June – August 2014

Instructor

- 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.

Projects

Bloxeo – Multiuser Web Application

September 2015 – Present

- Created with React.js and SCSS.
- Worked as part of the Client Team to create a collaborative brainstorming app where users generate, combine, and vote on ideas.

PicMe – Multiuser Web Application

April – May 2015

- Created with Node.js, MongoDB, and Jade following the MVC architectural pattern.
- Users register and login to a scrolling news feed of images posted by themselves and other users. Users have the ability to search for other users and visit their personal home pages.

Map My Product – Web App Mashup

November 2014

- Created a product locator that combines the Best Buy Product, Best Buy Stores, and Google Maps APIs.
- Users type in the name of a product to locate Best Buy stores near their location that currently have the product in stock.