



Jack Rugile

Front End Developer

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@jackrugile

I'm a front end web and game developer with professional experience in the agency realm. My ambition is to create interactive experiences that bring people joy and solve problems. I take pride in my work and want to leave the web better than I found it. I'm looking to collaborate with a team of innovative professionals who are dedicated to their craft.

Experience & Education

Legwork Studio

Front End Developer

2017-2019

- // Worked on a variety of projects including microsites and games for companies like YouTube, Dominos, and Capital One.
- // Created a morphing WebGL particle system for a landing hub for Omnia Clubs, a reputable set of international nightclubs.
- // Leveraged React, Vue.js, Three.js, Pixi.js, Phaser, and many other tools alongside core vanilla JavaScript skills.

The Firm Graphics

Front End Developer

2011-2017

- // Focused primarily on music industry sites for nightclubs and musicians like Michael Franti and The String Cheese Incident.
- // Developed websites for some of the largest music festivals, such as Electric Daisy Carnival and Electric Forest.
- // Built custom WordPress themes and admin setups to make the CMS experience as streamlined as possible for clients.
- // Created a schedule building app that allowed festival goers to plan and share their experience on social media.

The Art Institute of Colorado

AAS – Web Design & Interactive Media

2009-2011

Skills

Essentials

HTML

CSS/Sass

JavaScript

JavaScript

React

Vue.js

Three.js

Pixi.js

Phaser

Workflow

Git (GitHub/Bitbucket)

Webpack/Parcel/Gulp

Tasks (Pivotal/Jira)

Other

PHP

MySQL

WordPress

Photoshop/Illustrator