

Jack Rugile

Front End Web & Game Developer

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Location: Palm Bay, FL

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I'm a front end web and game developer with 10+ years experience ranging from small creative studios to large corporations. 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

Consume & Create

Lead Developer

Dec 2023 – Apr 2024

Senior Developer

Aug 2021 – Dec 2023

- » Worked primarily with Vue.js/Nuxt, Sanity, Contentful, Cloudflare, and Netlify to create engaging experiences that clients could control themselves.
- » Developed a web app utilizing the Web Speech API (Speech Recognition) to reduce the use of jargon and unnecessary language in meetings.
- » Used Three.js and device orientation events to create an interactive 360° photo tour of two New Belgium Brewing locations.

The North Face

Senior Interactive Web Developer

Apr 2021 – Jul 2021

Interactive Web Developer

Jul 2019 – Apr 2021

- » Successfully launched custom sites and campaigns for product lines such as Futurelight, Vectiv, Black Series, and the Braindead.
- » Built a collection of reusable Vue.js components that could be flexibly used for multiple campaigns and adhered to brand style guidelines.
- » Guided and mentored two developers on my team to create a productive and communicative department.

Legwork Studio

Front End Developer

Feb 2017 – May 2019

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

The Firm Graphics

Front End Developer

Apr 2011 – Feb 2017

- » Focused primarily on music industry sites for clients such as Electric Daisy Carnival, Electric Forest, Michael Franti, and The String Cheese Incident.
- » Created a schedule building app that allowed festival goers to plan and share their experience on social media.
- » Built custom WordPress themes and admin functionality to make the CMS experience as flexible as possible for clients.

Skills

Core

- » HTML
- » CSS/Sass
- » JavaScript
- » Accessibility
- » Performance
- » SEO

Libraries & Frameworks

- » Vue.js/Nuxt
- » React
- » Three.js
- » GSAP
- » Pixi.js
- » Phaser

Other

- » VS Code
- » Git (GitHub/Bitbucket)
- » Build (Vite/Webpack/Parcel/Gulp)
- » Deploy (Netlify/Cloudflare)
- » CMS (Sanity/Contentful/WordPress)
- » Design (Adobe CC/Figma)

Personal

- » Husband of lovely wife
- » Father of two wild boys
- » Music maker
- » PC gamer
- » Coffee consumer
- » Beer imbibor

Education

The Art Institute of Colorado

Associate of Applied Science (AAS)

Web Design and Interactive Media

May 2009 – Mar 2011

- » Graduated Summa Cum Laude and received the John Jellico Scholarship.