

Joseph Brucie

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Frontend Software Engineer | UI Engineer | Interactive Developer

Detail-oriented frontend software engineer proficient in creating captivating user experiences and solving complex problems. Experienced in effective team collaboration and communication within agile environments. Proven capability to manage multiple projects simultaneously through strong time management and organizational skills, ensuring timely and high-quality results. Dedicated to learning new technologies and excels in developing accessible applications.

- HTML5 & CSS3
- JavaScript
- TypeScript
- Vue.js
- Figma
- Adobe Creative Suite
- VSCode
- Pixi.js
- Web Accessibility
- Atlassian JIRA & Confluence
- Microsoft Azure DevOps
- Git / GitHub & Bitbucket
- Communication
- Agile Teams
- Time Management
- Adaptability

Professional Experience

Marquette University Law School, Milwaukee, WI

Jul 2025 - Present

\$400M private Jesuit research university and nationally ranked institution, recognized for rigorous academics, community engagement, and a strong tradition of service and leadership

Web Application Specialist | Jul 2025 - Present

- Manage and optimize the Law School's websites using enterprise **CMS Drupal & WordPress**, including user permissions, performance monitoring, and security
- Lead administration and continuous improvement of key digital law-related platforms to engage internal and external audiences
- Design and code responsive email campaigns and templates for **5,000+** alumni, student, faculty, and staff recipients using **MailChimp** and **Visual Studio Code**
- Troubleshoot and resolve issues in multiple specialized web applications to maintain reliability and performance
- Design event banners and promotional graphics using **Figma** and **Adobe Photoshop** to support school initiatives and events
- Analyze needs and implement process and system improvements to support the school's digital strategy

American Greetings, Westlake, OH

Jan 2022 - Apr 2025

\$1.6B worldwide leader in the long-standing and expansive celebrations industry.

Software Engineer 1 | Sept 2024 - Apr 2025

- Developed extensive premium E-Card products using **Vue.js**, **JSON**, **CSS**, **Microsoft Azure DevOps**, and **Jira**
- Restructured existing E-Card codebases and created **CSS** shells for future streamlined development
- Constructed toolkit to automate E-Card development, reducing creation time by **80%** and minimizing developer workload using **Figma**, **Adobe Animate**, **XML**, and **CSS**
- Led project implementing pop-up modules on **30+** E-Cards using **TypeScript** to drive consumer growth
- Used Atlassian products **JIRA & Confluence** for task tracking and documentation of development process

Associate Software Engineer | Sept 2022 - Sept 2024

- Enhanced E-Card products using **Pixi.js** and **JavaScript** through asset updates, animation refinements, and optimizing code
- Managed product **Bitbucket** repositories and created templates for future efficient development
- Assisted in interview process to hire intern & mentored them to produce and deploy live products
- Led project with intern to develop premium E-Card using **Pixi.js**, **GSAP**, **Adobe Animate**, and **CSS**
- Communicated with QA teammates to identify and resolve software defects found in E-Card products

Interactive Developer Intern | Jan 2022 - Sept 2022

- Developed E-Cards along with other interactive applications utilizing **Javascript**, **HTML**, and **CSS**
- Contributed to initiative enhancing E-Card accessibility for people with disabilities by restructuring code
- Developed a personal project focused around the goals of AG with **Figma**, **Pixi.js**, **HTML**, and **CSS**

Education

Rochester Institute of Technology (RIT), Rochester, NY, **2022**

Bachelor of Science (BS), New Media Interactive Development

Minor: Communication