Kimberly Striegel

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WORK EXPERIENCE

AppOnboard   **March 2019 – Present**
Front End Engineer   *Los Angeles, CA*
- Tasked to build an updated version of AppOnboard's desktop application Studio. Built with Electron, React, Redux and Typescript.
- Write unit tests with Jest to make sure all lines of code have 100% coverage.
- Pick up tickets, coordinate with QA and fix bugs for Version 1 of Studio.

AppOnboard   **August 2018 - March 2019**
Creative Engineer/Customer Success Representative   *Los Angeles, CA*
- Storyboarded and built interactive ad playables and Google Play Instants by using Photoshop, Premiere Pro and AppOnboard's Studio. Made playables for big names like Marvel, Big Blue Bubble, Jam City and more.
- Accepted a hybrid role as a client facing representative to teach big clients such as Rogue Games, DeNA and Maple Media how to use Studio so they can make their own playables.

Super Deluxe   **August 2016 - August 2018**
Game Developer/Designer   *Los Angeles, CA*
- Designed and developed Punch-A-Nazi a game where player's connect a mobile device browser to a desktop browser and use the phone's accelerometer to punch in the game. Built with CraftyJS, ExpressJS and Heroku.
- Designed and developed Rap Battle, a Facebook Live game where users comment or use reactions to attack in real time on the live stream using an in-house built API.
- Created all sprite art and developed Super Deluxe showdown a Mortal Kombat style fighting game made with PhaserJS and Aseprite.
- Coordinated with Facebook employees to design and develop one of the first released Facebook AR Camera Effects for Super Deluxe's meme page, Dankland. Built with AR Studio.
- Designed and developed a VR Experience that was used to demo Super Deluxe videos at the 2017 Cannes Film Festival. Built with A-Frame.

EDUCATION

University of California, Los Angeles   **December 2016**
BS, Computer Science   *Los Angeles, CA*

SKILLS & INTERESTS

- Javascript, Typescript, C++, C#, HTML, CSS, SASS, React, Redux
- Github, Bitbucket, Heroku
- PhaserJS, CraftyJS, A-Frame, Unity
- Adobe Photoshop, Illustrator, Premiere Pro
- **Interests:** Video games (especially Super Smash Bros.), board games, art, painting miniatures, travel, watching Terrace House