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Jon Janulewicz

Languages

HTML 5
CSS 3
JavaScript
Ruby
PostgreSQL

Frameworks, Libraries & Tools

JQuery
SASS
Rails
Bootstrap
Paper.js
Handlebars.js
Node.js
Express.js
Mongoose/ MongoDB
Git/ GitHub

Software & Design

Illustrator
Photoshop
InDesign
Life Drawing

Education

UMASS Boston
Bachelor of Arts in Visual
Art, Minor in Biology
Class Of 2012

**Rhode Island School of
Design**
Coursework in
Medical Illustration
January 2013 -
September 2013

Web Development Experience

General Assembly, Web Development Immersive
May 2016 - August 2016

Portfolio of work available at www.modularjon.com

Learned development languages, frameworks, used version control and industry best practices to produce several full stack applications:

DotMatrix: A web application that allows users to create and publish 'bitmap' svg images, using Paper.js to construct HTML canvases. Users can select a palette color, then click on the canvas cell to change its color. Users can see all their drawings in a feed, and search for a single drawing by title. Future development plans include incorporating social features (commenting, tags, and additional search criteria), drag drawing capability, and implementing cell 'stamp' shapes.

Brewtique: Collaborated with several team members to produce a web app for a hypothetical alcohol purveyor, including payment authorization utilizing Stripe. Users can add our products to a cart, and then submit their order for processing. Asynchronous functionality is implemented with JavaScript Promises.

Cladistic Evolution: A browser game that allows players to test their knowledge about evolutionary relationships, with a view towards science museum audiences. Users play the game in a cladogram (a type of evolutionary tree) constructed with CSS rules.

Previous Experience

Personal Health Sabbatical
May 2014 - April 2016

Time devoted to recuperation from serious illness.

The Gallows, Bartender
Craigie on Main, Server
Tremont 647, Bartender
August 2005 - April 2014

Developed experience delivering high quality service and beverages in fast-paced, high-pressure environments. Planned, designed and constructed graphics and props for special events.