

modularjon.com

180 Main Street Apartment D101

Bridgewater, MA

617.780.8989



Jon Janulewicz

Languages

HTML 5
CSS 3
JavaScript
Ruby
PostgreSQL

Frameworks, Libraries & Tools

JQuery
SASS/ SCSS
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

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 Sabbatical May 2014 - May 2016

Time devoted to developing portfolio work, with the goal of attending graduate school for medical illustration, and personal health.

The Gallows, Bartender Craigie on Main, Server Tremont 647, Bartender August 2005 - March 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.