Ryan Giglio – Web Developer

ryangiglio.com | rg@ryangiglio.com | 732-859-0547 | 28-05 33rd Street, Apt 2A Astoria, NY 11102

Skills

Professional Experience

Stack: HTML, CSS (Sass), Javascript (ES6/Babel), jQuery, React, Redux, PHP, WordPress

Tools: Gulp, npm/yarn, Git

Working Knowledge

Web: Webpack, Angular, Backbone, Shopify, LAMP server administration

Other: iOS Development w/ Swift, Unity 3D, C#, Java, C++

Work Experience

Senior Front-End Developer | Nutmeg Creative: 2015-2017

As the lead developer on Nutmeg's branding and interactive team, I created websites and other digital marketing materials for our clients as well as internal passion projects and tools to help manage client relationships.

Lead Web Developer | Nimble Division: 2011-2015

I worked closely with the design team during the planning phase to determine the best approach for each client, and then executed, tested, and launched each project. For a time I was the sole developer, responsible for all the technical decisions and execution, but also managed a team of contract developers and led a small in-house team. This group relocated together to join Nutmeg Creative.

Web Developer | Freelance: 2010-2011

As a freelance developer I worked directly with clients whose designs needed implementation (or re-implementation) and also with agencies that needed needed additional development support.

Education

B.S. Game Design & Interactive Multimedia | Ithaca College: 2007-2011

Minor in Computer Science and Writing
Co-Founder of the Ithaca College Game Developer's Club

Other Interests

Sports: I play basketball, volleyball, and flag football, and am a huge Knicks, Jets, and Yankees fan.

Games: I am a lifelong gamer, both console and PC, and I have a YouTube Let's Play channel Swordfish Plays where I play and talk about indie games. I also play tabletop Role Playing Games with a group of my friends and have Game Mastered a short Pathfinder campaign.

Game Development: I studied Game Design & Development in college, and attend the annual Global Game Jam every year. My games have won multiple GGJ awards, including Best Use of the Theme, and Best Use of a Controller (twice!)