

Miguel Zuleta

UI Developer

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Education

BFA at Youngstown State University, Youngstown, OH (Fall 2008). Major in Graphic Design.

Skills

HTML, Haml

CSS3, Sass, Less

JS ES5/6, jQuery

ReactJS

NodeJS

Electron

Gulp

Github

Photoshop

Experience

07/16 - TODAY

Apple (via Level Studios) Senior UI Developer

Developing and maintaining several marketing websites for WWDC and product launch events. Implementing internal web tools that accelerate the production process between dev and design teams. Worked on the development of a site map generator for the design team to save countless hours of manual labor that also improves designer/client communication.

08/15 - 06/16

Toovia UI Developer

Established processes and communication practices between design, development teams and clients during every phase of the project to ensure smooth and efficient implementation. Developed web tools to enhance the company's website builder to work more efficiently on mobile devices.

03/14 - 08/15

Trion Worlds Senior Web Designer/Developer

Worked as part of both the design and development teams to put together animated banner ads, email campaigns, responsive landing pages, and responsive game websites. Pioneered the design and development of multi-team templates and guideline documents for faster design and easier front-end implementation of various game sites.

12/09 - 03/14

Aeria Games Senior Web Designer

Responsible for design and development of ad banners, e-mail campaigns, websites, game launchers, landing pages, teaser sites, video trailers, branding, and logo builds. Lead team's production efficiency and acceleration with the reinforcement and management of custom built templates for several design related tasks.

References upon request