

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

Working onsite at Apple to develop and maintain a few of it's products websites. Developing internal web tools that improve development and maintainability of asset building and debugging during specific projects. Worked on the development a site map generator as an Electron application for Level's design team aimed to save countless hours of manual labor and 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