



TRIP PRUITT

Creative Developer
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About

Creative developer seeking full-time employment at Huge Inc.

Education

Bachelor of Science in Communication and Information Sciences, 2011
The University of Alabama, Tuscaloosa, Alabama
Public Relations Major

Studied Interactive Development, April 2012–June 2014
The Creative Circus, Atlanta, GA

Skills

- JS frameworks such as Angular
- JavaScript
- Component based development
- Node.js
- CSS3 & CSS preprocessors
- HTML5
- Responsive web design
- UX & UI
- Gulp.js
- Git
- Atlassian stack
- Sitecore
- Branding & Identity

Experience

Full-Stack Engineer, ICON/MOON, February 2016–Present

- Partnered with a client's development team in order to create a web app that organized complex healthcare data for doctors and researchers.
- Used JS frameworks to create scaleable single page apps with reuseable components.
- Refactored legacy HTML, CSS, and JavaScript to bring up to modern standards.
- Mentored contractors to help work with internal team.
- Worked in teams to make creative, engaging, practical solutions to help solve issues for clients and make high-quality user experiences.

UI Interface Developer, BrainJocks, Inc., September 2015–February 2016

- Developed site for client that displayed all of their products in an organized manner in order to create the best experience for users.
- Used component driven framework in order to build websites and web apps in an easily maintained code base.
- Worked in agile teams to create websites and web apps in efficient manner.

Front End Developer, Codesmith Development, March–July 2015

- Created UI for app where users could donate to organization of their choice.

Front End Developer, Vroom Digital, October 2013–March 2015