

Stephanie Jurgiel
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Skills

- HTML5
 - CSS3 / SCSS
 - JavaScript / jQuery
 - JSON
 - Adobe Photoshop
 - Working knowledge of Mithril.js
 - Git / Bitbucket
 - Jira
 - Agile Methodologies
 - C#
 - Detail-oriented
 - Problem Solving
 - Time Management
 - Works well in a team and independently
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Work Experience

Fitbit

Digital Marketing Engineer

Boston, MA

March 2016 – Present

- Successfully launching responsive, international marketing pages built from Photoshop designs for new products, features, and campaigns viewed by over 1,000,000 consumers on launch day.
- Overhauling legacy code into clean, reusable components across 55 shop pages on fitbit.com to improve information accuracy and user experience, and to simplify and streamline development.
- Corresponding daily with remote project managers, designers, and quality assurance engineers to ensure project readiness and quality.
- Engaging in frequent peer code reviews to establish consistent coding practices and transparency, and to knowledge share with other developers.

MCD Partners

Developer Intern

Fairport, NY

June – August 2015

- Modified existing web pages for agency clients to resemble new designs from a remote design team.
- Co-engineered an internal company tool with a fellow intern to allow developers and clients to view a centralized style guide for projects.

iD Tech Camps

Instructor

Waltham, MA

June – August 2014

- Instructed programming courses for 13 to 17-year-olds.
 - Lead iOS in Unity and Minecraft Modding (with Java) courses.
 - Constructed week-long course materials guided by the course goals.
 - Performed weekly presentation meet-ups with parents to display each student's accomplishments.
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Education

BS Game Design and Development, GPA: 3.98
Rochester Institute of Technology, Rochester, NY

Minor: Psychology
August 2012 – December 2015