Ryan Giglio – Front End Engineer

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Skills

Currently Using

Stack: Javascript (ES6), React, Redux, Node, CSS/Sass

Tools: Webpack, Gulp, NPM, Git, Jest

Devops: Gitlab CI, Docker, AWS CLI for S3, EB, Cloudfront

Past Experience/Interests

Web: jQuery, PHP, WordPress, Angular, Backbone, Shopify, LAMP server administration

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

Work Experience

Senior Front-End Engineer | Werk: 2017-present

Werk is an enterprise SaaS platform helping companies improve their employee experience through flexibility. I lead the front end development of our products and website. I also help set up devops and continuous integration pipelines, work with the product team on UX testing, and assist with our Node backend and API when necessary.

- Team: 14, Users: 45k, Raised: $4.7M, Approx Valuation: $13M, 600% increase in ARR in last year

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.

Web Developer | Nimble Division: 2011-2015

Nimble Division was a boutique agency specializing in highly designed marketing websites. For the majority of this 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.

Also previously: Freelance Web Developer, 2010-2011

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 and volleyball. I am a huge Knicks, Jets, and Yankees fan.

Games: I am a lifelong gamer, both console and PC. For years I had a YouTube Let's Play channel called Swordfish Plays where I showcased interesting indie games. I also play tabletop RPGs and have Game Mastered a few different campaigns.

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!). I also write short interactive fiction games that I have published on itch.io.