

Kimberly Striegel

kastriegel@gmail.com | (916) 429-5106 | www.kimberlystriegel.com | Long Beach, CA

WORK EXPERIENCE

Ruggable

December 2019 - Present

Front End Engineer

Los Angeles, CA

- Working on Ruggable's ecommerce and retention team maintaining the customer facing website, fixing bugs, creating landing pages, A/B testing new site features, developing and releasing promotion treatments and developing new features for product releases.
- Developed Ruggable's "Spill Club" Loyalty membership, developed the Refer a Friend program and updated the product detail page's reviews using Yotpo's API.
- In charge of Black Friday and Cyber Monday promotional treatment for both the US and UK websites.
- Stack includes Shopify liquid templates, Contentful CMS, React, Optimizely for A/B testing and SASS.

AppOnboard

March 2019 – October 2019

Front End Engineer

Los Angeles, CA

- Tasked to build an updated version of AppOnboard's desktop application Studio. Built with Electron, React, Redux and Typescript.
- Write unit tests with Jest to make sure all lines of code have 100% coverage.
- Pick up tickets, coordinate with QA and fix bugs for Version 1 of Studio.

AppOnboard

August 2018 - March 2019

Creative Engineer/Customer Success Representative

Los Angeles, CA

- Storyboarded and built interactive ad playables and Google Play Instants by using Photoshop, Premiere Pro and AppOnboard's Studio. Made playables for big names like Marvel, Big Blue Bubble, Jam City and more.
- Accepted a hybrid role as a client facing representative to teach big clients such as Rogue Games, DeNA and Maple Media how to use Studio so they can make their own playables.

Super Deluxe

August 2016 - August 2018

Game Developer/Designer

Los Angeles, CA

- Designed and developed Punch-A-Nazi a game where player's connect a mobile device browser to a desktop browser and use the phone's accelerometer to punch in the game. Built with CraftyJS, ExpressJS and Heroku.
- Designed and developed Rap Battle, a Facebook Live game where users comment or use reactions to attack in real time on the live stream using an in-house built API.
- Created all sprite art and developed Super Deluxe Showdown, a Mortal Kombat style fighting game made with PhaserJS and Aseprite.
- Coordinated with Facebook employees to design and develop one of the first released Facebook AR Camera Effects for Super Deluxe's meme page, Dankland. Built with AR Studio.
- Designed and developed a VR Experience that was used to demo Super Deluxe videos at the 2017 Cannes Film Festival. Built with A-Frame.

EDUCATION

University of California, Los Angeles

December 2016

BS, Computer Science

Los Angeles, CA

SKILLS & INTERESTS

- Javascript, Typescript, C++, C#, HTML, CSS, SASS, React, Redux
- Shopify, Contentful, Optimizely, Yotpo, Searchspring and Klaviyo
- Github, Bitbucket, Heroku
- PhaserJS, CraftyJS, A-Frame, Unity
- Adobe Photoshop, Illustrator, Premiere Pro
- Interests: Video games (especially Super Smash Bros.), board games, art, painting miniatures, travel, playing with my puppy named Toph