

Jeremy Ruppel

Full-stack Software Engineer

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Profile

Senior software engineer with extensive experience in all aspects of the web stack, from design to production, from architecture to scaling. Passionate about emerging technologies, best practices, and being a part of the open source community.

Skills

JavaScript	ActionScript
Flash	CSS
Ruby	HTML
HTML 5	Web Development
User Interface Design	Agile Methodologies
User Experience	Ruby on Rails
Github	Git
Open Source	RSpec
Node.js	CoffeeScript
Test Driven Development	Redis
PostgreSQL	Heroku
RubyMotion	Twilio

Experience

Lead Developer

March 2012 - Present

[Remind101](#)

San Francisco

Implemented message processing queue that delivers ~0.5MM messages a day with 99.99% success rate. Raised test coverage from 30% to 85%. Created auxiliary services to

reduce bloat and workload on main application.

Senior Creative Developer

July 2011 - March 2012

[AKQA](#)

San Francisco Bay Area

Led the front end team of three for the Online Weekly Ad. Spearheaded the use of BDD/Cucumber for feature development. Helped give client visibility to site test coverage. Developed brand and campaign experiences for clients including Target (Weekly Ad) and Red Bull (Launchpad). Tapped to prototype for new business pitches and develop internal tools.

Creative Developer

July 2010 - July 2011

[AKQA](#)

San Francisco Bay Area

Instrumental in migrating the standard project version control from svn to git and GitHub. Helped organize front-end developer knowledge base and brown bag talks. Developed brand and campaign experiences for clients including Target (My Target Weekly), McDonalds (Avatar), and Gap (1969 Style Stream).

Associate Creative Developer

July 2009 - July 2010

[AKQA](#)

San Francisco Bay Area

Co-authored a modular microsite framework that powered over half a dozen branded nike experiences in over a dozen languages. Scripted the internationalization process to streamline translating copy. Developed brand and campaign experiences for clients including Nike (AW77, N98), Gap (1969 Style Stream), and XBOX (various titles).

Education

Rochester Institute of Technology

2004 - 2009

BS, New Media Interactive Development, Computer Audio, Creative Writing