



**Joseph Pietruch**  
 Cell: 315.871.9162  
 Email: percipient24@gmail.com  
 Website: percipient24.com  
 Mail: 15 Diana Drive  
 Scottsville, NY 14546

A servant-leader and media technologist with a healthy mix of art, science, and empathy. Enthusiast of board games, hockey, DnD:5E, tinkering, and space exploration.

## :::Development

TypeScript, Vite  
 React, Angular, AngularJS  
 Jest, Playwright, Axe, NPM, GH Actions  
 ActionScript 3.0 - Flash/Flex/AIR  
 Java - Android, Processing, libGDX  
 C# - XNA, Windows Forms, Unity  
 C++ - DX9, DX10, OpenGL  
 Lua, Python

## :::Design & Arts

Web & Interactive  
 Photography/Videography  
 Motion Graphics  
 2D/3D Design & Texturing  
 Drawing & Painting  
 Singing & Music Theory

## :::Software

Adobe Creative Cloud  
 MS Visual Studio Code  
 OBS  
 XACT  
 Maya  
 GarageBand, FL Studio

Smaller / lower means older and dustier.

## :::Experience

**MX Technologies** *February 2023 - present*

### **Staff Software Engineer, Front-end**

Feature work on MX Client Dashboard with a focus on modernizing build tools (Vite, TypeScript), incorporating e2e testing (Cypress), and providing mentorship across the organization. Earned Scrum Master Certification.

**American Robotics** *August 2022 - January 2023*

### **Staff Software Engineer, Front-end**

Leveled up legacy projects to include automated testing (unit, integration, e2e, a11y). Modernized CI/CD pipeline with GitHub Actions, internal NPM packages. Laid off alongside 65% of my coworkers in reduction in force.

**Classkick** *July 2021 - August 2022*

### **Senior Engineer**

Wrote software and mentored junior engineers; empowered students and teachers. Resigned voluntarily following sweeping reduction in force.

**Forbes Media, LLC** *July 2014 - July 2021*

### **Director of Engineering, Platform Products** *April 2021 - present*

Negotiated with Product Owners and Stakeholders in and out of the Platform team.

### **Senior Engineering Manager, Platform Products** *January 2021 - April 2021*

Led an extended team of 14 developers across multiple projects and initiatives. Collaborated with Product Owners and Stakeholders to steer our CMS and related back-end tools.

### **Engineering Manager** *October 2019 - December 2020*

Led a team of 8 developers fostering collaboration, growth, and engineering excellence. 2020 saw upwards of 800 features / fixes merged to main.

### **Senior Front-End Developer** *July 2016 - October 2019*

Technical lead on Bertie, a custom Forbes.com CMS replacing the aging plugin-heavy WordPress solution. Angular, TypeScript, QuillJS, Embed.ly. Ran internship program.

### **Front-End Developer, Mobile Focus** *July 2014 - July 2016*

Development and support for forbes.com and bespoke client microsites. Led development on Forbes experimental progressive web app.

**Kickstarter: Chain Gang Chase** *June 2013 - May 2014*

Created a video game concept, prototype, and supporting website. Managed all aspects of design and development. Ran a Kickstarter campaign, funded; proceeds used to hire students to work with me on the game. May 2014 beta launch.

**Lecturer: Rochester Institute of Technology** *Summer 2010 - Summer 2014*

Lesson planning and teaching a variety of college programming and media courses.

**Director: RIT Kids on Campus Program** *Summer 2010 - Summer 2014*

Managed, orchestrated, staffed, and oversaw operations of this annual RIT summer program for 5th through 12th grade students.

**Freelance Developer: Democrat and Chronicle** *Summer 2010 - Summer 2014*

Created canvas and svg data visualizations, as well as flash webgames contracted through the Rochester, NY newspaper.

**Freelance Developer: Workinman Interactive** *Summer 2008 - Summer 2014*

Created several Flash webgames contracted through Workinman Interactive's client: Nickelodeon. Worked with iCarly, Spongebob Squarepants, and Invader Zim IPs.

**Lead Flash Developer: Picture the Impossible (PTI) Game** - *Summer, Fall 2009*

Design and development of five Flash webgames, each with weekly serial content. Games used as part of PTI: a Rochester-wide Alternate Reality Game leveraging newspaper, geographic, and online games and puzzles for a seven-week experience.

**Graduate Assistant / Tutor: RIT** *2008 - 2009 Schoolyear*

**Teacher's Assistant: RIT Programming Courses** *2007 - Spring 2009*

**Student Manager: RIT Crossroads Print/Postal HUB** *2006 - Spring 2009*

Managed campus print shop on nights and weekends. Digital pre-press/printing/finishing work and customer service experience.

**Production Graphic Artist: WKTV Television Station, Utica, NY** *2002 - 2004*

Created evening and week-end news graphics and fullscreens, operation of studio cameras, and audio mixing during newscasts at local NBC affiliate television station.

## :::Education

**Rochester Institute of Technology - 2010**

MS Game Design & Development, Graduate Assistant

**Rochester Institute of Technology - 2008**

BFA New Media Design & Imaging, Highest Honors

## :::References

Available upon request.

Proven history of remote work since March 2017!