Bryan Ortiz Franco

As a creative frontend developer with a background in UX design and accessibility, I develop memorable websites and apps using user-friendly & semantically correct code.

Experience

UX Design internship at iYYU

April 2023 • July 2023

I had the opportunity to work with an inspiring and forward-thinking team, deepening my understanding of design and enhancing my skills.

Key achievements:

- Improved problem-solving skills and learned to make independent decisions, effectively justifying my approach.
- Applied iterative design techniques to refine user interfaces.
- Created wireframes and interactive prototypes for a new feature, resulting in enhanced user flow and a clearer design vision.

UX & UI Design CTRL CARE

August 2021 • Present

I provided strategic advice and guided the client throughout the design process, leveraging my expertise in user experience and visual design.

Key achievements:

- Designed and implemented custom illustrations and icons, enhancing the visual identity of the project.
- Ensured a seamless and user-friendly design, resulting in positive client feedback and successful project outcomes.

Frontend development CRTL CARE Website

August 2021 • Present

I collaborated with an other developer to implement design concepts into functional web elements.

Key achievements:

- Worked closely with an other developer through collaborative coding practices to integrate design elements effectively.
- Developed and implemented frontend features using HTML, CSS, and JavaScript, ensuring responsiveness and functionality.

Frontend development & Design lecturer assistant at Amsterdam University of Applied Sciences

September 2021 • Present

Assist instructors with grading assignments and lead workshops on HTML & CSS, JavaScript, and Design.

Key achievements:

- Designed and delivered engaging workshops on HTML, CSS, and JavaScript, improving student skills and understanding.
- Coordinated workshop logistics, enhancing overall effectiveness and student participation.

Projects

Playing with CSS

February 2023 • March 2023

I engaged in an intensive week of experimenting with CSS to recreate a distinctive image or artwork using advanced CSS techniques.

Key achievements:

- Applied complex CSS techniques such as selectors, pseudo-elements, and advanced properties to accurately recreate an artwork.
- Utilized flexbox, grid, and positioning methods to ensure the design was responsive and adaptable to different screen sizes.
- Leveraged CSS variables, clip-path, and shape-outside to achieve creative and visually striking results.

VFX Project

January 2024 • July 2024

I aimed to highlight my mastery in various VFX techniques using Adobe After Effects, focusing on creative thought and skillful execution.

Key achievements:

- Implemented various VFX elements in a cohesive interview-format video, smoothly transitioning between scenes and meticulously finetuning the final project to ensure seamless effects and narrative flow.
- Applied advanced VFX production and compositing techniques, including motion capture, green screen compositing, and 3D tracking in Adobe After Effects, to achieve photorealistic results.

Audio Mix Project

January 2024 • July 2024

Created a 3-minute soundtrack for a commercially released live-action movie or animated film using Reaper.

Key achievements:

- Composed and mixed a completely new soundtrack to replace the original audio, transforming the feel of the selected scene.
- Utilized Reaper to edit and synchronize sound effects, dialogue, and music with the visual elements of the film.
- Successfully tackled a complex and action-packed scene, showcasing my ability to manage intricate audio changes and maintain synchronization.

Backend Project Game together

February 2023 • April 2023

I developed a social media web application designed to help gamers form groups and play together. The platform allows users to create online groups for specific games, add players to teams, and communicate through chat.

Key achievements:

- Designed and implemented the backend architecture using HTML, EJS, CSS, JavaScript, Node.JS and VELTE to support user authentication, group creation, and real-time chat functionalities.
- Utilized MongoDB database to store user information, game preferences, and group details, ensuring efficient data retrieval and management.
- Maintained a detailed Wiki page to provide comprehensive information about the application's features and functionalities.

Education

Bachelor Communication and Multimedia Design
September 2021 • Present
Amsterdam University of Applied Sciences

Exchange program • Digital media design
January 2024 • July 2024
Edinburgh Napier University

Courses

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games
October 2023 • January 2024
Udemy

Meta Front-End Developer Professional Certificate
August 2024 • in progress
Coursera

Skills

- Responsive Web Design
- Adaptability
- Critical Thinking
- Curiosity
- Problem-solving
- Collaboration & Communication

Languages

○ Dutch • Native   ○ Spanish • Native   ○ English • Fluent

Contact

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