



# Dana Hernández

Fullstack Developer

Digital Animator

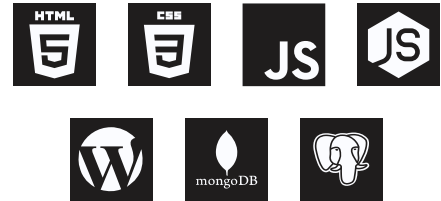
E-learning project manager

I am **passionate about technology** and **quickly learn any software**, adapting with ease.

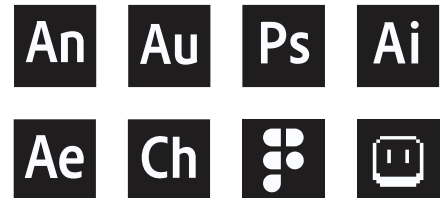
I perform effectively in **high-pressure environments**, focusing on **solutions** and achieving **timely and quality results**.

My travels and international education have made me a **tolerant and adaptable person**, with advanced proficiency in **English and Spanish**.

## Coding



## Design/Animation



## Experience

### ■ SKILL - ON

August 2019 - Present day

I am a project leader, directly dealing with clients and managing my team to successfully deliver the product. I am also in charge of the interactivity area. I create interfaces in HTML, CSS, and JS, using the SCORM protocol for managing student data in e-learning courses.

I manage Learning Management Systems for course and user administration. I provide support to the team in the areas of animation, design, and instructional design when necessary.

### ■ SUPAYKUNA

January 2021 - March 2022

Supaykuna is a Pixel art video game where my work involved creating animations for some monsters, and the creation of assets such as destructible houses and secondary characters like humans, which appeared in the background of the game.

### ■ WAXA PRODUCCIONES

May 2016 - September 2016

Design of posters, banners, and artwork for festivals, creation of animations and gifs for the web.

### ■ HOTBOX AUDIO AND VISUAL ARTS

January 2017- January 2018

Design of artwork for social media, video mapping, and animations for events.

### ■ OJO DE PEZ

July 2019 - August 2019

Animations and video mapping for events.

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 <https://github.com/Danaferh95>

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