Daniel Koenig – Sr. Front-End Developer

Career Summary

Mr. Koenig is a Senior Front-End Developer with over 17 years of IT development experience. He has extensive experience using Vanilla JavaScript, Vanilla CSS, SCSS, Vue.js, React, gsap, PIXI.js, Three.js and Electron js. In addition to his technical acumen, he also led the charge into numerous areas of innovation including augmented reality, virtual reality, module development, automation, game development, and data visualization; many of which resulted workflow improvements and increased recognition for new and existing business.

Highlights:

- Created a customizable Javascript module library used across multiple loyalty programs.
- Created multiple tools for compositing, testing and reviewing Lottie and PIXI animations.
- Created several reusable components to optimize workflow while preserving creative freedom.
- Played an instrumental role in re-platforming several loyalty programs into a codebase of reusable and customizable components.
- Successfully spearheaded development of Gongos's first several mobile applications
- Responsible for working with designers to convert wire-frames into a User Interface using various front-end frameworks including Vue.js and ES6+
- Developing custom front-end components for existing JavaScript applications for the purpose of data visualization, content management, and specific presentation needs
- Skilled at using CSS preprocessing with SCSS and stylist
- Created dynamic, engaging user experiences for multiple products, including data simulators, software platforms, mobile applications, micro sites, and various prototypes

Technical Skills

JavaScript	Vanilla JavaScript, ES6+, Vue.js, gsap, Electron js, Three js, Cannon.js, React, jQuery, Pixi js, Angular js, Node js, echars, highchars
CSS	Vanilla CSS, SCSS, Bootstrap, LESS
Python	Flask, web2py, Django, Kivy
C#	Xamarin, Unity, .NET
Objective-C	
Java	Android
Adobe Creative Suite	Illustrator, Photoshop, Flash (ActionScript), ExtendScript
Data Integration	pandas, DAL
Development Workflow	Comfortable with SCRUM, KANBAN, Waterfall, crisis mode when needed
Package/source Management	git, github, npm, TFS, Perforce, svn, pip, Jira, bitbucket
Industries	Advertising, Market Research, Data Science, e-Learning, Automotive, CPG, Health Care, Manufacturing

Professional Accomplishments

Merkle   **September 2020 to Present**

Senior Interface Developer

- Developed and managed a frond-end javascript module library used in multiple loyalty programs.
- Collaborated with other developers, designers, and quality assurance specialists to produce loyalty promotions that include games, surveys, reward redemption, email/sms opt in, code scanning and purchase verification functionality.

- Participated in an agile workflow that involved collaborative work sessions, KANBAN, effort estimations, task articulation, and iteratively planning the steps to complete development.
- Developed a component for effortless deployment of Lottie and PIXI animations.
- Worked closely with animators in the creative department to develop tools that facilitate and promote collaboration across disciplines.
- Created multiple tools designed to optimize workflow and generate code through supervised automation.
- Developed components with complex game mechanics to be reused to facilitate a multitude of games.

Gongos   May 2010 to September 2020
Senior Front-End Developer
- Partner with designers to convert wireframes into a User Interface using various front-end frameworks including Vue js and ES6+
- Create custom front-end components for existing JavaScript applications for the purpose of data visualization, content management, and specific presentation needs
- Spearheaded development of Gongos's first several mobile applications
- Played instrumental role in the development of the Gongos proprietary research platform
- Created a multitude of data driven productivity tools that routinely saved Gongos clients a significant amount of time and money
- Consistently led the charge into numerous areas of innovation including augmented reality, virtual reality, automation, and data visualization; many of which resulted workflow improvements and increased recognition for new and existing business
- Created dynamic, engaging user experiences for multiple products, including data simulators, software platforms, mobile applications, micro sites, and various prototypes
- Developed sophisticated data simulators that highlighted insights for a variety of clients
- Executed prototypes for the purpose of exploring emerging technology (Augmented Reality, Virtual Reality, Experimental Data Visualization, Automation)
- Designed, developed and maintained iOS and Android mobile applications
- Designed and developed Android applications using JAVA and Eclipse
- Designed and developed .NET Applications
- Contributed to Marketing as a designer and developer

The Concept Factory   January 2010 to May 2010
Developer
- Established rapid prototyping workflow that streamlined proposal and production efficiency by more than 50 percent
- Developed prototypes for touch screen devices such as games and RIAs
- Developed iPhone applications

Enlighten   January 2009 to January 2010
Software Engineer
- Served as expert level resource in dynamic application development
- Edited/managed existing applications and web sites
- Educated and developed the skills of other developers

Organic   February 2007 to January 2009
Senior Interface Engineer
- Served as an expert level resource in dynamic application development
- Edited/managed existing applications and web sites
- Helped Interface Engineers resolve development issues

Duffey Petrosky   August 2006 to February 2007
Senior Art Director

- Managed design and development of all web based projects
- Played a lead role in design, concept and production of print material for clients such as Comcast, Johnson Diversey
- Presented interactive content at client pitches

Education/Certifications

BA of Fine Arts, College for Creative Studies

Contact Information

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Portfolio: https://danielpatrickkoenig.github.io/portfolio-2024/build/index.html