

## Daniel Pini

Paris, France (hybrid)

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## SUMMARY

Gameplay and web systems developer. I build browser game experiences, exhibition works, and PHP/MySQL updates.

More than thirty builds across games, tools, ecommerce, and artist showcases.

Focus on clear logic, maintainable structure, accessibility, and straightforward collaboration with design, art, and support.

## CORE SKILLS

- Languages: JavaScript (ES2023), PHP, HTML5, CSS3, SQL (MySQL).
- Gameplay logic: state machines, entity loops, timing control, pacing, audio-reactive cues.
- Web: templating, modular front ends, performance work, accessibility.
- Data: schema design, query optimisation, migrations, plugin compatibility.
- Tooling: Git, profiling tools, build scripting, automation fundamentals.
- Collaboration: cross-discipline scoping, support workflows, FTUE refinement.

## SELECTED WORK

- The Parts We Give (Immersive Opera Game, 2025): Custom JavaScript mini-engine with audio-driven pacing and a lightweight state loop.
- Bespoke Digital Exhibitions (FABLE ARTS, 2020–2025): Built individual browser exhibition works with custom layouts, media handling, and tailored interaction layers.
- CoMA Ecommerce Rework (2025): New product filtering, major plugin upgrades, conflict resolution, and stability improvements.
- Earthly Futures Calendar Integration (2025): Recurrence parsing, admin scheduling UI, lazy month loading, reduced payload strategy.
- Stephen Fleri Portfolio (2025): Selective React enhancement with adaptive media sets and accessible filtering.
- Recitorii Portfolio (2025): Semantic markup, deferred map initialisation, mobile performance improvements.
- Straddle Poker Blinds Timer (2024): Drift-corrected timing loop with clear timing transitions.

## TECHNICAL HIGHLIGHTS

- Custom JavaScript gameplay loop for timing, audio cues, and entity updates.
- PHP/MySQL reconciliation for plugins and versions with conflict and crash fixes.
- Performance: media size reduction, script deferral, drift correction.
- Accessibility: semantic structure, alt text curation, keyboard support, reduced-motion options.

## PROCESS

Clarify constraints, build minimal core, then layer interaction.

Instrument accessibility and performance early.

Use small modules and document configuration for design and content teams.

## **EDUCATION**

Bachelor in Music.

Master in Music.

## **CERTIFICATES**

IBM JavaScript Full-Stack Developer (Coursera).

Meta Frontend Developer (Coursera).

Additional modules in JavaScript, accessibility, and performance.

## **LANGUAGES**

English: fluent.

German: fluent.

French: high B2 working level.

## **FIT FOR HOWRSE ROLE**

Gameplay and web overlap: pacing loops, FTUE work, accessible UI.

PHP/MySQL: plugin upgrades, stability fixes, filtering logic.

Experienced in multidisciplinary collaboration with design, art, and support teams.

Based in Paris and available hybrid.

## **ADDITIONAL**

Version control with Git branching and review.

Comfort with MVC structures and frameworks including Symfony.