

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.