

# Daniel Yankiver

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## FRONTEND ENGINEER | SOFTWARE ENGINEER | FULL-STACK DEVELOPER

Creative software engineer with experience building applications with Javascript, Typescript, React, Next.js, GraphQL, Node.js, CSS, HTML, Ruby, Rails and RESTful API architecture. Dynamic thinker with a background in Film and TV Production. Programmer with strong skills in team-building, project management, debugging, design, and code optimization. Full-stack developer with projects that incorporate frontend and backend development with robust user interfaces (UI) that use efficient code to solve real-world problems.

## TECHNICAL SKILLS

### Languages, Libraries, Frameworks & Technologies:

- JavaScript ES6, Typescript, HTML, CSS, React, Next.js, Node.js, SCSS, GraphQL, SQL, Tailwind.css, Ruby and Ruby on Rails.
- Git, Visual Studio Code, Vercel, Figma, Docker, Jira, SQLite, Heroku, Netlify, Adobe Premiere and Adobe Photoshop.

## PROFESSIONAL EXPERIENCE

### Cox Media Group

Remote & Atlanta, GA

Web Developer I

March 2022 – Present

- Utilize Javascript, React, Typescript, SCSS, Docker and Arc CMS to build components, features and pages.
- Work in a scrum environment and interact with the development team, QA, UX and Business Analysts to complete tickets.
- Leverage my creative background, team building experiences and coding abilities to enhance the UI and UX of their websites.

### Mushroom Party

Remote & Atlanta, GA

Frontend Engineer

December 2021 – March 2022

- Utilized Javascript, Typescript, React, Next.js, GraphQL and Tailwind.css to build features and pages based on designs.
- Created components from scratch with clean and efficient code that enhanced the UI and UX of the web application.
- Interacted with the Solana blockchain to build a frontend that displays live polls, notifications, charts, transactions and more.

### The Streaming Guide

Remote & Atlanta, GA

Frontend Engineer

July 2021 – March 2022

- Utilized Javascript, React, Next.js, GraphQL and Theme UI to build features and pages based on designs. Solved complex bugs.
- Maintained the live site while working on the frontend rebuild. Built components from scratch with clean and efficient code.
- Worked with the lead developers, founders, marketing team and lead designer to develop new technical features.

### Sinclair Broadcast Group

New York, NY

Lead Content Producer (Digital)

June 2017 – March 2020

- Lead the content development and digital division for kids & family at Sinclair across all digital outlets (web, mobile, apps).
- Conceptualized digital strategy, managed a team of developers and oversaw rollout of all digital platforms.
- Managed and maintained all digital outlets, while improving retention and revenue across all platforms by 300%.

### Independent Filmmaker

New York, NY & Miami, FL

Director, Producer, Writer & Editor

June 2006 – July 2017

- Directed, produced, shot, edited and wrote award-winning films, commercials, music videos, documentaries and video art.
- Clients included production companies, arts foundations, video platforms, distribution companies, etc.

## PROFESSIONAL PROJECTS

**Mushroom Party** - Web App: [app.mushroom.party](http://app.mushroom.party) | Landing Page: [www.mushroom.party](http://www.mushroom.party)

*A poll betting application built on the Solana blockchain. Bet on hot topics and win Solana if you choose the right side.*

**The Streaming Guide** - [www.thestreamingguide.com](http://www.thestreamingguide.com)

*An application that helps you find what to watch next. Discover new shows, share what you find and make custom watchlists.*

## EDUCATION

### Flatiron School

New York, NY

Full Stack Web Development, JavaScript, React and Ruby on Rails programming bootcamp.

November 2020 - March 2021

### New York University, Tisch School of the Arts

New York, NY

Bachelor of Fine Arts (BFA) in Film and TV Production.

June 2011