Daniel Yankiver

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 and GraphQL 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 | Landing Page: 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
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