

Daniel Yankiver

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FRONTEND ENGINEER | SOFTWARE ENGINEER | FULL-STACK DEVELOPER

Creative software engineer with experience building applications with JavaScript, React.js, CSS, Next.js, GraphQL, HTML, Typescript, 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, React.js, CSS, Next.js, HTML, SCSS, GraphQL, Typescript, Tailwind.css, Ruby and Ruby on Rails.
- Git, Visual Studio Code, Vercel, Figma, Docker, Jira, Arc XP, SQLite, Heroku, Netlify, Adobe Premiere and Adobe Photoshop.

PROFESSIONAL EXPERIENCE

Cox Media Group

Hybrid & Atlanta, GA

Web Developer & Software Engineer

March 2022 – November 2022

- Utilized JavaScript, React.js, Typescript, SCSS and Docker to build new components, features and pages.
- Worked with Video Players to customize functionality, styling and UI to meet designs, requirements and SPA compatibility.
- Worked in a scrum environment and interacted with QA, UX, Product Managers and Business Analysts to complete tickets.
- Leveraged 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.js, 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.js, 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).
- Managed a team of developers, oversaw rollout of all digital platforms and improved 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.

PROFESSIONAL PROJECTS

Cox Media Group - www.cmg.com/brands/

Over 60 news, radio and music websites across the country. Worked on the persistent video player and features that affected all sites.

Mushroom Party - 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.

New York University, Tisch School of the Arts

New York, NY

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