

Daniella Potts

WEB DEVELOPER

I am a **dedicated developer** with a passion for creating seamless websites and games, and am constantly **striving to learn new technologies**. My expertise lies in developing **intuitive and aesthetic interfaces**, and **engaging web applications** that prioritize **accessibility and a clean codebase**.

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EXPERIENCES

Front-end Developer, Probit (prev. Probit Consulting)

Gaerwen, United Kingdom • Hybrid10/2022 - 08/2024

- At **Probit**, I developed **Asset Investment Manager 5 (AIM 5)**, a **.NET webapp**, and made multiple compatibility and maintenance updates to AIM 4.
- Made **designs and design decisions**, and worked closely with a professional designer, to redesign and **enhance the user interface and experience**.
- Implemented several **refactor improvements**, including migrating the styling and custom preprocessor **from Less to SCSS**.
- Pushed for and **added accessibility standards**, following **WCAG**, to ensure a more **inclusive user experience and ease-of-use**.

[Voluntary] Community Playtester, Embark Studios

Stockholm, Sweden • Remote05/2024 - Present

- Participate in closed playtesting sessions where I talk to devs, and **provide valuable feedback** to improve the game mechanics, balancing, first impressions, and overall user experience for **THE FINALS** and **ARC Raiders**.
- Frequently report **bugs with reproduction steps** to staff, and other issues found on their media posts.

[Voluntary] Solo Full-Stack, Great Orme Exploration Society

Llandudno, United Kingdom01/2021 - Present

- Designed, developed, and implemented the website for members of the **Great Orme Exploration Society (GOES)**.
- Maintain regular updates** to the site, whilst **currently re-developing** in **Laravel**, with plans to **add admin and user accounts**, and a fresh design.
- This site is currently using vanilla **PHP**, **SCSS**, and **JavaScript**.

PROJECTS

The CathRTic Archives

09/2024 - Present

- Upload to the YouTube channel "**CathRTic Archive**", which **archives videos** and otherwise "lost media", for **THE FINALS** and **ARC Raiders**.

CathRTic Web Mirrors

07/2024 - Present

- Maintain and **developed a website mirror-maker**. And, host various copies of **Embark Studios' sites**, including their game wikis and spin-off sites.

EDUCATION

BSc (Hons) Computer Science, First-Class Honours

Bangor University, United Kingdom09/2019 - 07/2022

- Completed modules including, **Advanced Game Development**, Software Engineering, **Web Development**, and **User Experience (UX) & HCI**.
- Created the dissertation, "**A Tool to Procedurally Generate Photorealistic Terrain using Unity**". This used a variety of researched techniques including, **coherent random noise**, and **erosion simulation**.

SKILLS

Languages

PHPHTMLCSSSCSS

LessJavaScriptTypeScript

C#PythonLuaSQL

Technologies

ASP.NETLaravelnpmVite

Vue.jsUnityGitHub Actions

Other Technologies

FigmaDaVinci Resolve

INTERESTS

Gaming

PC Building

CRT TVs

Caving

Data Archiving

Medieval Reenactment