

# Daniel Moisoff

email: [dmoisoff@gmail.com](mailto:dmoisoff@gmail.com)

portfolio site: [dmoisoff.com](http://dmoisoff.com) linkedin: [linkedin.com/dmoisoff](https://www.linkedin.com/dmoisoff) github: [github.com/Dmoisoff](https://github.com/Dmoisoff)

## TECHNICAL SKILLS

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3

## EDUCATION

**App Academy, New York (2018)**  
Immersive software development curriculum with focus on full stack web development

**Hunter College, New York (2014)**  
*B.A. Film Studies*

## FUN FACTS

Enjoy traveling, camping, hiking, visiting national parks and historic areas.

Worked as a professional raft guide during summers.

Anime and E-Sports enthusiast.

Favorite app: Fog of the World- users track where they have traveled.

## PROJECTS

**Share Your Build** | Rails, PostgreSQL, React, Redux

[Live Site](#) | [Github](#)

*A single page web application, where DIY enthusiasts share their ideas.*

- Used RESTful API design to perform full CRUD on projects, instructions, and comments.
- Constructed a dynamic project form that passes information between multiple components. The information is then used for front end validations.
- Created and integrated a rich text editor so users can format their instructions.

**Shibe Runner** | JavaScript

[Live Site](#) | [Github](#)

*Help Shibe collect lost spirits while avoiding ghouls. An infinite runner browser based game built using vanilla JavaScript.*

- Dynamically generate ghouls, spirits, and their attributes which change based on the player's current score.
- Controlled the creation of the ghouls and spirits through a function that measures an object's distance over time. This ensures that multiple game elements do not overlap while they are on the same y-axis.

**The DOMController** | JavaScript

[Live Site](#) | [Github](#)

*A lightweight version of jQuery built using vanilla JavaScript.*

- Provides users document object manipulation and selection.
- Built an OOP tic tac toe game with The DOMController.

## EXPERIENCE

**The Mill** | 2016-2018

*Color Assist*

- Managed in-house and client project workflow for feature films, shorts, VR experiences, commercial spots, and music videos within tight deadlines.
- Oversaw hundreds of terabytes of media between our san (storage area network) hard drives and local storage to ensure optimal system performance.

**Vision On** | 2014-2016

*Post-Production Assistant*

- Ingested, conformed, composited and retouched special effects for commercial content and short films.
- Managed exports for client review and final delivery.
- Handled LTO (linear tape open) backups and unarchived projects.