Elle Frankenberg

Frontend developer | Web developer

I'm a self-motivated and creative frontend developer with a background in arts and motion graphic design. This background has given me a strong eye for detail and the ability to think outside the box, transforming me into a creative problem solver who loves to learn by exploring new things and taking on new tasks and technologies.

Additionally, my years in tech have made me value structure and I'm always aiming to write high-quality code. Something I love doing together with colleagues who are just like me - positive, easygoing and curious, with a "can-do" attitude, strong communication skills and above all, share the same joy of writing really good code.

Contact

Email: eleonor.frankenberg@gmail.com
Phone: +46 704563633
Address: Gillerbacken 65, 124 64
Bandhagen
Sweden

Links

elle-frankenberg-portfolio.vercel.app
linkedin.com/in/elle-frankenberg
github.com/ElleFrankenberg
studiouppochner.se

Tech & Tools

HTML5 • CSS3 • JavaScript • React • Next.js • Node.js

Git • SASS • React Hooks • Tailwind • MongoDB

Redux • jQuery • Express • APIs • Kirby CMS • VS Code

Figma • Adobe After Effects • Adobe Illustrator

Skills

Frontend development • WCAG • Responsive web design

Pair-programming • E-Commerce • Motion design

Communication • Problem solving • Eye for detail

Interpersonal skills • Creativity

Work experience

Frontend developer | Web developer
E37 smart e-handel
Mar 2024 - Present
e37.se

In my current role, I implement responsive web shops for new e-commerce clients based on sketches and instructions from the Art Director.
I manage parallel projects and client cases, both small and large, using E37's .NET-based e-commerce system in close collaboration with clients and colleagues.

Frontend developer | Web developer
Our Polite Society
Nov 2021 - Feb 2023
ourpolitesociety.net

I was responsible for building and maintaining projects involving React and Next.js, including setting up and integrating our CMS, as well as translating design concepts into responsive and user-friendly websites, always with accessibility in mind. Additionally, I worked on projects using PHP.

Selected projects
- **Urban Design - HCU Hafen City Inversitaet Hamburg**
  Responsive website with filtering and infinite scroll for the Research & Teaching program - Urban Design.
- **IABR**
  Multilingual and responsive website with filtering and animation for the International Architecture Biennale in Rotterdam.
- **Wunderbaum**
  Multilingual and responsive website for the Dutch theatre group Wunderbaum.

Motion graphic designer
Studio Upp & Ner
Jun 2019 - Mar 2023
studiouppochner.se

I worked freelance in collaboration with the animation agency Studio Upp & Ner, designing graphic elements and animations for advertising and informational videos. By using software like Adobe After Effects and Illustrator, I specialised in character animation.

Selected projects
- **Astrid Lindgren and the power of stories**
  Permanent exibition in Vimmerby, Sweden, with projected and interactive animations
- **RFSL**
  Five explainer videos on LGBTQI topics for an eastern European audience
- **Hive Streaming**
  Internal explainer video for new employees in a tech company

Education

Frontend developer
Technigo
Jan 2021- Jun 2021

A 24-week fast-paced remote Boot Camp, focusing on JavaScript (ES6), React, HTML, CSS and server-side programming with Node.js, with weekly projects covering everything from the basics of programming to structuring web projects using the latest technology. We worked with Agile methodology through weekly sprints planning, check-ins, demos and reflections. Mob-programming and pair-programming made up a significant part of the course.

Narrative Animation, Bachelor of Fine Arts
Stockholm University of the Arts
Sep 2016 - Jun 2019

The Bachelor's program in narrative animated film covered theoretical and practical courses in craft animation. Topics included animation principles, scriptwriting, set construction, storyboarding, camera operation, lighting, and digital design tools. The curriculum emphasized an artistic approach, fostering analytical skills through presentations, film viewings, and group discussions, enabling reflection on personal and peer work.

Textile, Bachelor of Fine Arts
Konstfack, University of Arts, Crafts and Design
Sep 2012 - Jun 2015

During the three-year Bachelor's program, practical work was interweaved with theory in both art history and material science, fostering critical thinking and creative development. With a focus on textile materials and techniques, I developed a more independent and intricate approach to my work, exploring film, animation, and installation in relation to the textile field. Throughout the education, significant emphasis was also placed on presentations, exhibitions, and group discussions.

Courses

Accessibility According to EAA
EC Utbildning
Sep 2024 - Present

A 12-week remote course at 50% study pace, focusing on implementing accessibility in digital interfaces according to the European Accessibility Act (EAA). The course provided me with an understanding of how to apply Web Content Accessibility Guidelines (WCAG) to create user-friendly and accessible websites. I learned to use tools and methods to analyze and enhance accessibility in both code and design. The course also included practical experience in conducting accessibility tests to ensure an inclusive user experience.

Other merits

Mentor
Technigo Mentorship Program
Jan 2024- Present

The mentorship program is part of Technigo Web Developer Boot Camp's career program. As a mentor, I have supported my mentee's job search by coaching on LinkedIn, assisting with CV creation, and providing code reviews and feedback.

Volunteer
Tjejer Kodar
Jan 2024 - Present

Tjejer Kodar is one of Sweden's largest initiatives to encourage more women to discover coding and programming. As a volunteer, I have assisted at events, answered participants' questions, and provided information about the initiative.