Daniel Lewis

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I'm a software engineer with 5 years professional experience. I'm available for software consulting.

EXPERIENCE

Thrillbox

= exp.subtitle
Oct 2017 – May 2018
Austin, TX, USA

As an independant contractor I built the Thrillbox Workbench, a dashboard and admin utility for clients to manage their content it's associated metadata, as well as view usage metrics. Technologies used include React.js, Redux, Redux-Saga, Typescript, Styled Components, Node.js, and Hapi

System Social

= exp.subtitle
May 2017 – Sep 2017
Austin, TX, USA

As an independant contractor I built out a set of reports within the system social dashboard. Through these reports the users of the system social platform can see detailed metrics on the effectiveness of their campaigns. Technologies used include jQuery and d3

Quantum Interface

= exp.subtitle
Oct 2016 – May 2017
Austin, TX, USA

As an independant contractor I built several demos and proof of concepts of Quantum Interface UI/UX designs for VR, AR, and Mobile. All projects were done using Unity3D.

Snapchat

= exp.subtitle
Jul 2014 – Jun 2015
Venice, USA

Part of the Monetization team, I built and maintained the web tools and interfaces to several of the company's products. These included the internally used curation tools for both live stories and geofilters, as well as the public facing geofilter submission page at https://www.snapchat.com/geofilters. Technologies used include Backbone, jQuery, React/Flux, and Angular.

Buzzpoints

= exp.subtitle
May 2013 – Feb 2014
Austin, TX, USA

As part of a team of engineers doing Java/Spring backend and a Backbone/Angular front end, I wrote the suite of front end unit tests (Selenium) and led a reengineering of the company's email marketing system using Mailchimp.

PROJECTS

Leafcutter

A max for live device inspired by the Intellijel sequencer module Metropolis, expanded and altered to use the Monome 128 Grid for its interface. Currently in development.

Rosebud

Rosebud is a retro graphics engine, based on Pico-8, that allows developers to make professional quality games with a retro aesthetic easily. Written in C++, the engine exists as a drop in library for easy integration into existing applications.

Paco-8

Paco-8 is a port/reverse-engineering/reimagining of the Pico-8 game platform by Lexaloffle Games for the JavaScript platform. Eventually abandoned in favor of Rosebud

PROFICIENCIES

- Front-end web development
- Javascript and Typescript
- React.js
- Rapid prototyping
- Low level, native applications
- C/C++/Rust
- Unity3D

References available upon request