

# Daniel Lewis

Austin, TX  
GitHub  
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Over 6+ years in web development with a focus on UI creating CMS Platforms, I carry strong expertise in React, Redux, Typescript, CSS, and HTML. Outside of work, I enjoy programming creative applications such as game engines, experimental graphics platforms, and tools to aid in the production of electronic music with a myriad of technologies such as Rust, Max/MSP, C/C++, Javascript, Typescript, and Unity.

## EXPERIENCE

### AddShoppers

Oct 2018 – Present  
Austin, TX, USA

I built the second version of the AddShoppers Dashboard, a campaign management portal for clients to create, edit, and review reporting metrics for ad campaigns run on their site through the AddShoppers Platform. Technologies used include Typescript, React.js, Redux, Redux-Saga, GrapesJS, SASS, ImmutableJS, and PoiJS.

### Thrillbox

Oct 2017 – May 2018  
Austin, TX, USA

I built the Thrillbox Workbench, a dashboard and admin utility for clients to manage their content and 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

May 2017 – Sep 2017  
Austin, TX, USA

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 HTML, CSS, Javascript, jQuery and d3.

### Quantum Interface

Oct 2016 – May 2017  
Austin, TX, USA

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

Jul 2014 – Jun 2015  
Venice, CA, 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 HTML, CSS, Javascript, Backbone, jQuery, React/Flux, and Angular.

## PROJECTS

### WASM Sketches

Mar 2019 – Present

A lightweight, highly performant low res display engine written in Rust and compiled to WebAssembly, together with several graphics demos showing off its capabilities.

### Leafcutter

Apr 2018 – Present

A Max for Live device inspired by the IntelliJ sequencer module Metropolis, expanded and altered to use the Monome 128 Grid for it's interface. Currently in development.

### Rosebud

Dec 2016 – Present

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.

## PROFICIENCIES

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

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References available upon request