

Duncan Payne

Software Developer, Designer, and Multi-media Artist

1-405-308-9609 Duncan.C.Payne@gmail.com Oklahoma City, OK

GitHub: <https://github.com/OnlyDuncan>

LinkedIn: <https://www.linkedin.com/in/duncan-payne-3493201ba/>

Website: <https://nouveau-portfolio.vercel.app/>

Skills

Programming Languages: JavaScript, TypeScript, Python3

Front-End: HTML5, CSS3, Bootstrap, Redux, jQuery Next, React, React Native, Tailwind, MaterialUI

Back-End: Express, Django, Node

Databases: MongoDB, PostgreSQL

Other Technologies: Git, NPM, GitHub

Software: Adobe Creative Cloud, Maya, Blender, Procreate

Projects

Design and Software Development Portfolio Website – <https://nouveau-portfolio.vercel.app/>

- I designed and developed my portfolio website using React, Next.js, and Tailwind CSS, creating a visually appealing and responsive platform to showcase my design and software development work. This project demonstrates my expertise in modern web technologies and design aesthetics.

Art Portfolio Website – <https://nouveau-art-portfolio.vercel.app/>

- I crafted a unique digital showcase of my fine art portfolio using React, Next.js, Tailwind CSS, MaterialUI, and Redux. This project displays my dedication to blending artistic expression with modern web technologies, creating a platform that allows me to maintain an online presence as an artist.

Hypnodrome Website – <https://hypnodrome.vercel.app/>

- I created Hypnodrome, a video streaming platform similar to Youtube, using React, MaterialUI, Tailwind CSS, and the YouTube V3 API by ytdlfree. This project highlights my experience in modern web technologies and showcases my ability to create robust, user-centric applications integrating pre-built APIs.

Dreameater Sake Website – <https://dream-eater-sake.vercel.app/>

- I built this website for a fake brand known as Dreameater Sake, using React. This project encompassed end-to-end development, including asset creation and functional wireframing, demonstrating my ability to learn and work in many different areas of the development process.
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Education

Jan 2022 - December 2022 – Nucamp Full Stack Software Development Bootcamp

Aug 2015 - Apr 2020 – University of Science and Arts of Oklahoma, Chickasha, OK

Bachelors of Fine Art, Concentration: Expanded Media

Graduated Magna Cum Laude

Experience

April 2020 - Present – Multimedia Artist, Self Employed, Oklahoma City, OK

April 2021 - January 2022 – Visitors Experience Associate, Oklahoma Contemporary Arts Center, Oklahoma City, OK

September 2019 - January 2020 – Sales Associate, Bombay Liquor, Chickasha, OK

May 2015 - August 2019 – Electronics Team Member - Summers, Target, Oklahoma City, OK