Duncan Payne

Software Developer and Designer

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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

Frontend: HTML5, CSS3, Bootstrap, Redux, jQuery, Next, React, React Native, Tailwind, MaterialUI

Backend: Express, Django, Node

Databases: MongoDB, PostgreSQL

Other Technologies: Git, NPM, GitHub

Software: Adobe Creative Cloud, Maya, Blender, Procreate, Figma

Soft Skills: Passionate, Quick-Learner, Punctual, Conscientious, Customer Service, Software Development, Design

Projects

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.

Fortune Telling App – https://in-the-cards.vercel.app/

- I created a full stack tarot card fortune telling app using React, Next.js, and Tailwind CSS for the frontend, and Firebase-Firestore for the backend. With 156 different documents in the database, resulting in over 500,000 possible fortunes, this project demonstrates my ability to create, utilize, and manipulate large amounts of data to achieve the end-goal of my projects.

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.

Experience

April 2024 - Present – UI/UX Designer and Software Developer, Pioneer Telephone, Kingfisher, OK (Remote)

- My primary duties are to design webpages and components in Figma, update and add new components and functionality to the internal CMS, utilize new components I created to recreate what I designed in Figma for the website, ensure responsiveness and proper function on multiple devices and screen sizes, find and fix bugs within the code, etc. I primarily work in Next with TypeScript, HTML5, and Python3, and MaterialUI. I also occasionally work on ads and design new graphics for marketing purposes.

November 2023 - March 2024 – Software Development Internship, OneVerifi, Oklahoma City, OK

- This is a verification SaaS startup based in OKC. I worked directly with the CEO/Founder and VPO/Co-Founder to create and update existing features for the site. I also participated in identifying, reporting, and fixing bugs.

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

- I worked the front desk, set up for events, helped guests, and protected the artwork.

Education

Jan 2022 - December 2022 — Nucamp Frontend, Backend, and Full Stack Software Development Bootcamps

Aug 2015 - Apr 2020 — University of Science and Arts of Oklahoma, Chickasha, OK
Bachelors of Fine Art, Concentration: Expanded Media
Graduated Magna Cum Laude

Certifications

Nucamp — Full Stack Web and Mobile Development Certification
Frontend Web and Mobile Development Certification
Backend, SQL, and DevOps with Python Certification
Web Development Fundamentals Certification

Google — UX Design Professional Certificate