Star Lederer

Innovator, open-source enthusiast, UX/DX perfectionist

Experience

2022-07 - present
Open-source Tauri developer @ Interfacer
Developed cross-platform UI using Svelte, UnoCSS and Tauri.
Implemented a robust app backend with Rust.

2022-02 - 2022-06
Graduation thesis on the Momentum metaverse @ Odyssey
Conducted user research that helped identify metaverse use-cases.
Built a well-received mobile prototype using React Native.

2021-12 - 2022-03
WordPress developer @ Metachef (form. DigitalChef)
Helped Metachef restart their brand by building a new website.
Achieved full GDPR compliance on Metachef's new website.

2021-10 - present
Open-source Node developer @ vite-plugin-fs
Built an open source Vite plugin that is downloaded over 100 times weekly.

2021-07 - 2021-08
Prototype developer @ Digital Chef
Developed an online store concept that landed DigitalChef a presentation with Unilever.

2021-05 - 2022-01
Unity & web developer @ Odyssey
Created a procedural 3D animation that helped Odyssey acquire investors.
Prototyped a new asset architecture that enabled Odyssey to scale their product.

2021-04 - present
Open-source Electron developer @ Metashine
Built clean and modern UI using Vite, Svelte and Electron.
Developed a NAPI module in Rust that made Metashine ID3 compliant.
Handled GitHub issues and multiple fixed bugs.

2021-02 - 2021-06
Graphics engineering intern @ Digital Chef
Completed the initial internship assignment 5 months ahead of schedule.
Developed multiple AR applications that landed DigitalChef 2 new clients.

2019-10 - 2021-01
Student assistant @ Hanze University of Applied Sciences
Helped students increase their grades by 20%.
Convinced multiple students not to drop out.
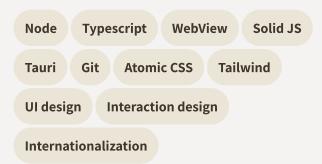Assisted students in Unity and Web development.
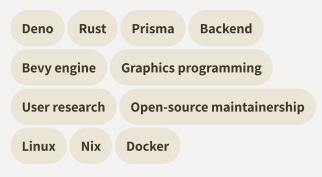
Portfolio

[**starlederer.github.io**](starlederer.github.io)

Contact

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Groningen, Netherlands

Skills

Comfortable with

Node Typescript WebView Solid JS
Tauri Git Atomic CSS Tailwind
UI design Interaction design
Internationalization

Learning and improving at

Deno Rust Prisma Backend
Bevy engine Graphics programming
User research Open-source maintainership
Linux Nix Docker

Abandoned

Svelte Vue React React Native
Electron Java C# Unity engine

Education

2018-09 - 2022-06
Bachelor's degree in game design @ Hanze University of Applied Sciences

2010-09 - 2018-05
General education diploma @ ISMA "Premjers"

2006-09 - 2010-05
Elementary school diploma @ Public school of Riga #88