

# 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](https://starlederer.github.io)

## Contact

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## Skills

### Comfortable with

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

### Learning and improving at

Deno Rust Backend Prisma Bevy  
Shaders User research Open-source  
Linux Nix Docker

### Lost interest

Svelte Vue Nuxt React  
React Native Electron Java C#  
Unity WordPress

## 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